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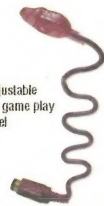
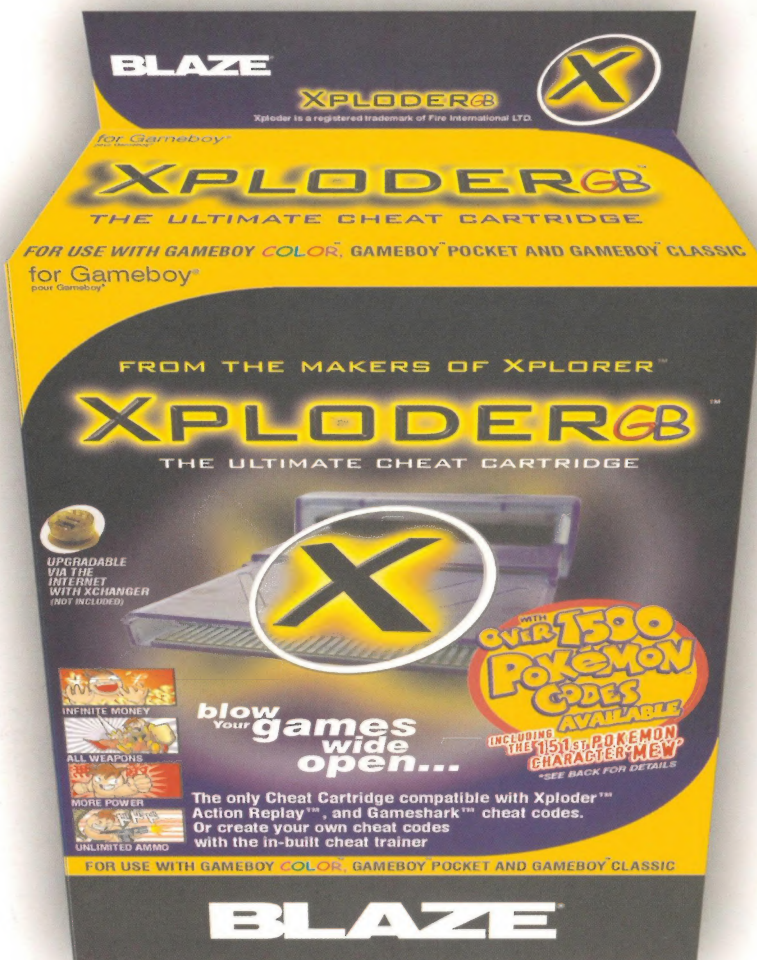


05

Q!lay

REVIEWED YARS' REVENGE ■ RHINO RUMBLE ■ DISNEY'S DINOSAUR ■ ALFRED CHICKEN
COOL BRICKS ■ TITUS THE FOX ■ DAIKATANA ■ HYPE THE TIME QUEST ■ AND MANY, MANY MORE!

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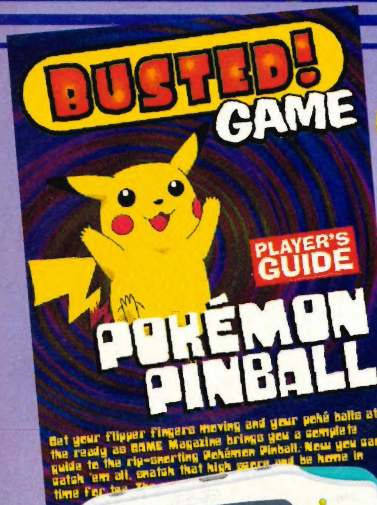
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*Official Chart Track Figures (July 2000) The UK's best selling cheat device for any system



WHAT'S GOIN' ON IN **GAME** THIS MONTH...

WHAT'S GOIN' ON IN GAME THIS MONTH...

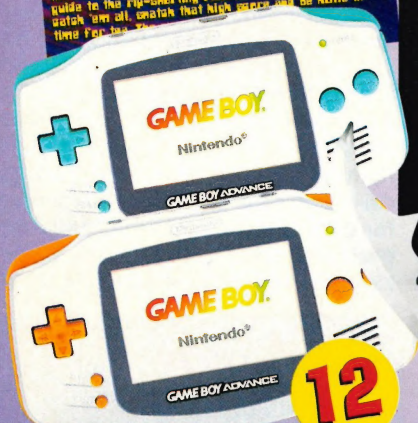


19 POKÉMON PINBALL

Having trouble catching 'em all on the Pokémon tables? Check out our free pull-out player's guide starting on Page 19!

CUT OUT AND CHEAT

We give you another dozen handy hints coupons to cut out and store in your game boxes along with the cart. You need never lose a cheat again!



ADVANCE WARNING

It's big, it's bold and it's coming soon! The Game Boy Advance looks set to take the world by storm – read all about it on Page 12!

Is this the most ambitious Game Boy game ever? You wouldn't believe this real-time 3D adventure was possible...

TOWERS: LORD BANIFF'S DECEIT

Another month, another sizzling issue of **GAME**. The Game Boy scene is really hotting up, with the new Game Boy Advance due next year and some great games to play while we wait. Nintendo pulled off a blinder by making the new system compatible with the old. Now we can carry on enjoying our Game Boy Colors without worrying about whether it will disappear as soon as the Advance arrives. It won't. The Game Boy has sold 31 million machines worldwide, and no one's about to give up on it. It is, quite simply, the most successful console of all time. Aren't you glad you bought one?

Ian Osborne,
Editor

04 ... Cover Story: Buffy the Vampire Slayer

Read all about how THQ intends to go to work on bringing Buffy's delectable charms to the GBC...

06 ... News and Previews

The Game Boy scene is hotting up. Check out what games we have in store in the run-up to Christmas.

12 ... Advance Warning

Read all about Nintendo's killer console that's coming our way next year!

14 ... Reviews

All the hits and more. What's worth buying and what's only fit to use as a doorstep in the bog?

19 ... Solution: Pokémon Pinball

Our free cut-out-and-keep guide to the amazing Pokémon Pinball. Now you can catch 'em all...

23 ... Cheats Coupons

Cut 'em out and keep 'em in your game boxes. Sure beats grubbing through endless magazines for a cheat...

25 ... Posters

Top posters featuring the *X-Men*, *Buffy* and *Twee Pie*!

41 ... High Five!

Five top games from a single genre: this month, platformers!

42 ... Bits & Pieces!

Weird and wonderful gadgets, toys and other items. Some cool compos too!

44 ... The Poké Files

We check out the evolution of two more Pokémon...

46 ... Xploder Xplosion

More cheeky cheats for the best cheat cart ever to hit the Game Boy.

48 ... Contact

This is the column you write – and earn a Blaze Flexilight for your efforts!

50 ... CLASSIC GAME REVISITED

Tetris is one of the greatest games ever. What's the secret of its success?

GAMEZ

This month's rave reviews...

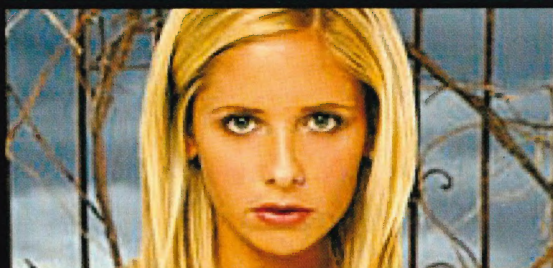
Alfred's Adventure	17
Blaster Master	15
Cool Bricks	17
Daikatana	38
Disney's Dinosaur	14
Hype the Time Quest	15
NASCAR 2000	40
O'Leary Manager 2000	16
Pocket GT Racing	39
Rhino Rumble	38
Rip-Tide Racer	40
Rox	39
Shamus	36
Titus the Fox	14
Towers	37
Turok 3	35
X-Men Mutant Academy	40
Yars' Revenge	36

BUFFY THE VAMPIRE SLAYER

BUFFY SUMMERS GOES TO WORK ON THE GAME BOY COLOR...

MEET THE GOOD GUYS

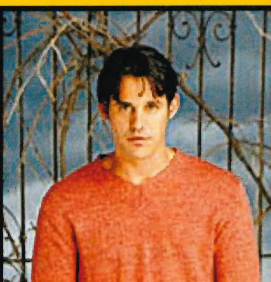
In the game, Buffy and pals have their work cut out as they battle the Sunnydale demons. So who are her brave chums, and who plays them in the TV show? Let's take a look...



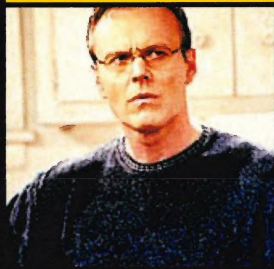
BUFFY SUMMERS Sarah Michelle Gellar



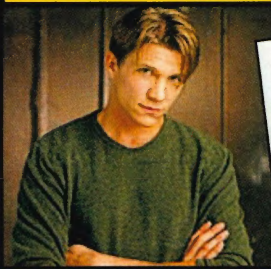
WILLOW Alyson Hannigan



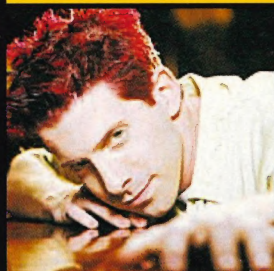
XANDER Nicholas Brendon



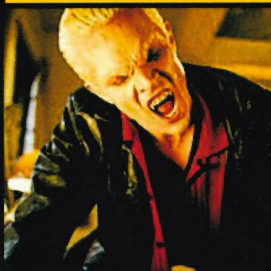
GILES Anthony S. Head



RILEY FINN Marc Blucas



OZ Seth Green



SPIKE James Marsters

Into each generation a slayer is born. One girl in all the world, a Chosen One. One born with the strength, skill and power to hunt vampires and stop the spread of their evil. Buffy Summers is

such a woman...

Buffy and her friends are looking forward to some relaxation as classes are postponed during UC Sunnydale's Multicultural Week celebration. Unfortunately for the gang, demons are descending upon Sunnydale too. Only one thing stands in the way of their dark plan; Buffy, The Slayer. Dramatic stuff! With Buffy being so popular, it was inevitable someone would release a game based on the show, and THQ are doing just that.

You can become Buffy Summers and save the world in this action-packed Buffy episode for fans on the go! The game boasts 13 levels made up of locations straight from the TV series, like the Sunnydale Mall, Buffy's dormitory room, the cemetery and many more. Its engaging storyline lets the player act out the episode as Buffy. The full cast of the show is there, including Buffy, Willow, Xander, Anya, Giles, Cordelia and Angel. The foes Buffy faces as she valiantly battles to hold back the demonic forces are numerous. Good job she has all of Buffy's best vampire-fighting moves from the TV show! By collecting soda pops (that's American for cans of fizzy drink) she can perform super-punches and super-kicks. We're not quite sure what the



THE SLAYER

How did Buffy become The Vampire Slayer? It's a long story, but here goes...

Boston, 1845. The shipyards where the townsfolk once threw tea in the sea were rocked by a series of grisly murders, which only stopped when a mysterious young woman arrived in town. Oklahoma, 1893. Another spate of attacks saw 17 dead before they were stopped. The murders ended just as a young female blacksmith arrived in town. Coincidence? Or is it something

EMPIRE SLAYER



connection is there – what does fizzy pop do apart from rot your teeth? It certainly doesn't make you stronger. Perhaps she's hitting the baddies over the head with the cans. Even without the soda pops, you can get in some serious monster mashing. You can pick up and throw various objects found within the game, including buckets of paint and trash cans (dustbins to those who

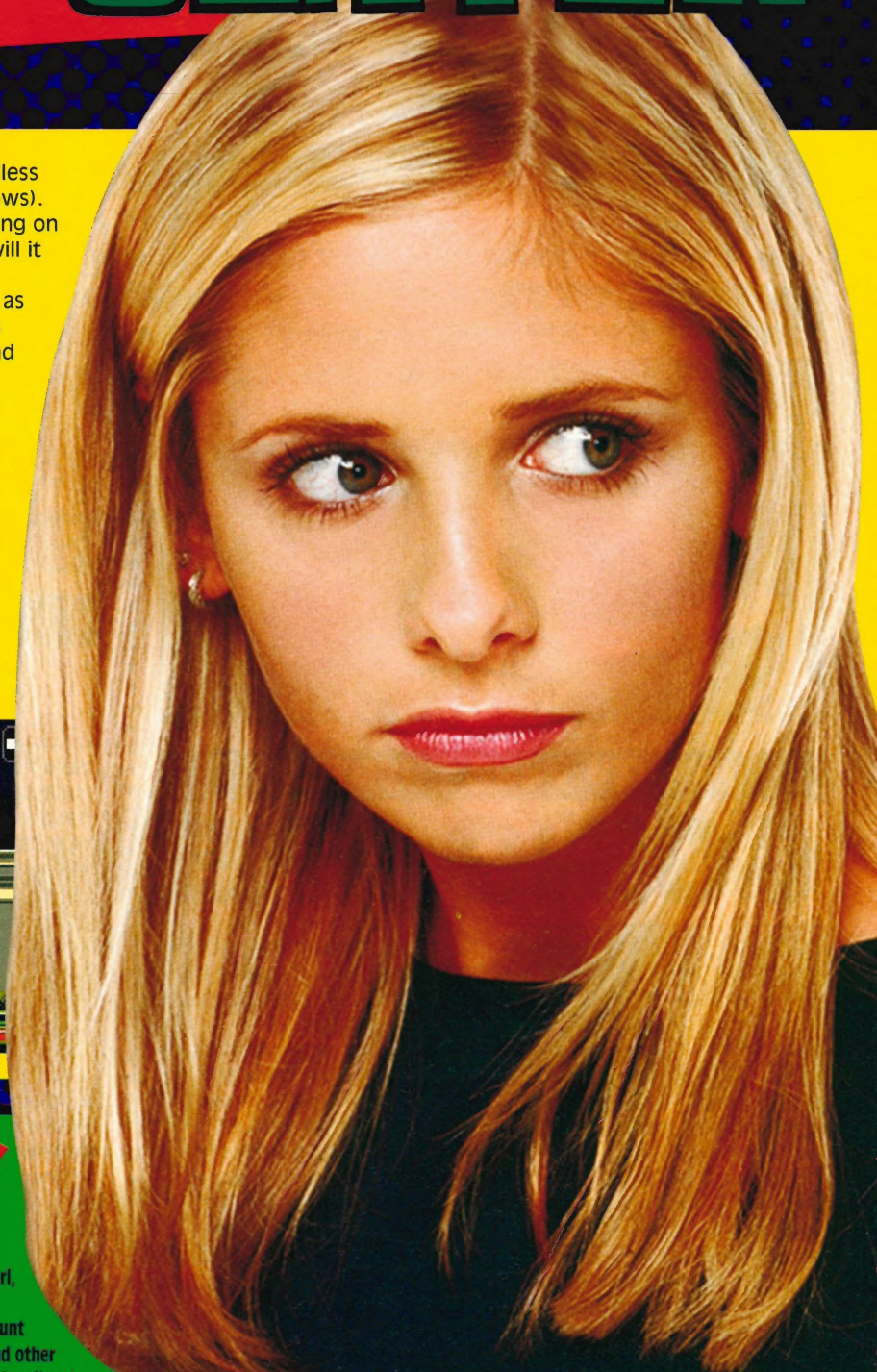
don't watch endless American TV shows). The game's coming on well so far, but will it prove as good-looking as Buffy, as hard as Angel, as clever as Giles and as magic as Willow? Or will it be as useless as Xander? Only time and next issue's review will tell, but in the meantime, let's go to work on these sizzling early screenshots THQ sent us...



SLAYER'S LEGACY

more than that? Sunnydale, California, 1997. The town is on the brink of ruin – will another young saviour arrive in time? In the words of Rupert Giles, the show's librarian, "This world is older than any of you know, and contrary to popular mythology, it did not begin as a paradise. For untold eons, Demons walked the Earth, and made it their home – their Hell. In time they lost this reality, and the way was clear for the mortal animals. For man. What remains of the Old Ones are vestiges: certain magicks, certain creatures". And, of course, vampires... To combat the demonic threat from the last

of the evil ones, there's The Slayer. The Slayer is always a girl, and always tough, strong and clever. It's The Slayer's job to hunt down the vampires, demons and other such monsters, seeking out their evil and putting paid to their plans. When The Slayer dies, another is recruited and trained by The Watcher. It's The Watcher's job to watch over The Slayer, and the Slayer's job to slay. So they have quite fitting names, really... Buffy Summers is (as if you hadn't guessed) this generation's Slayer!



ALL THE NEW GAME BLITZ!

CAN'T YOU TELL SUMMER'S ALMOST OVER? THE NIGHTS ARE DRAWING IN, THE WEATHER'S GETTING CHILLY AND THERE'S A SHED-LOAD OF TOP GAMES COMING TO THE GAME BOY COLOR! OUR CHRISTMAS LINE-UP IS ALREADY UNDER WAY, SO LET'S TAKE A LOOK AT WHAT'S JUST AROUND THE CORNER. WE'VE A BRACE OF TOP PERIPHERALS TOO! LOOKS LIKE Y2K'S GOING TO BE THE YEAR OF THE GAME BOY...



**GAME
PREVIEW**



DONKEY KONG COUNTRY...

GOING APE!

He's big, he's brash, he's got smelly armpits (presumably) and he's coming to the Game Boy Color on 17th November. Donkey Kong is back, and from what we've seen so far, *Donkey Kong Country* could be his best game yet! Based on the SNES classic, the handheld version boasts all the levels and gameplay, but with added features just for us Game Boy fans. You get to meet Kong's family – look out for Diddy Kong, a playable peep, as well as Funky, Cranky and

Candy. His animal friends include Rambo the Rhino, Enguarde the Swordfish, Winky the Frog and Squawks the Parrot. You can play two-player bonus games via the link cable and print DK stickers with the GB Printer. It's the one-player platform-pounding action we're most interested in, and that looks set to wow – just look at the screenshots! We've had a brief go on it too, and it plays as good as it looks. Barring a disaster, this should be top of your Christmas wish list...



PAMMY ON THE SMALL SCREEN!

VIP

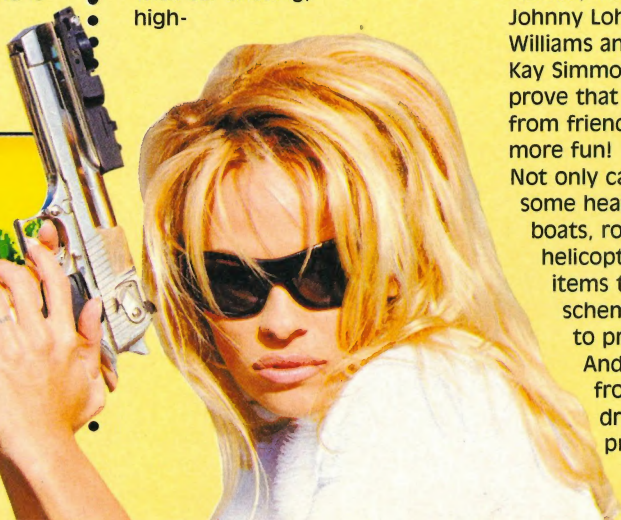
**GAME
PREVIEW**

Fans of former Baywatch babe Pamela Anderson will be delighted to hear she's squeezing her talents into the Game Boy Color with a brand-new game from Ubi Soft. *VIP*, based on the satellite-only TV show in which Pammy stars as action woman Vallery Irons, hits the shelves in November. Movie star Lloyd Bradock has vanished. *VIP* (Vallery Irons Protection) has been hired to find him. Blending comedy, action and high technology, *VIP*'s larger-than-life plots thrust players into an arena of action, with car chasing, high-



calibre arms and live explosives. Humour in the face of danger and cunning villains draw players into adventure and intrigue as the VIP team is dispatched on crime-busting missions in glamorous Californian locales. Assisting Vallery, other members of VIP offer specialised advice. Brains-and-beauty intelligence agent Tasha Dexter, live-wire explosions specialist Nikki Franco, martial arts expert Johnny Loh, weapons man Quick Williams and computer whizz Kay Simmons join the mix to prove that with a little help from friends, blondes do have more fun!

Not only can the team pack some heat, they can use cars, boats, rollerblades, helicopters and many other items to thwart the schemes of the villains and to protect their client. And no doubt escape from deranged rock drummers in the process...



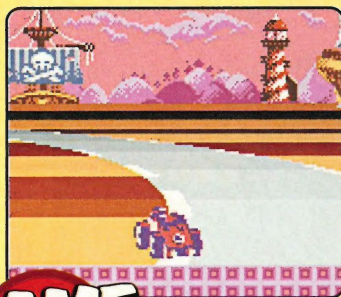
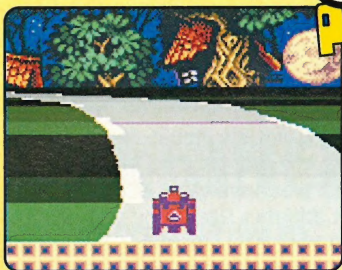
SAND MORE

BUILD YOUR OWN RACERS!

LEGO RACERS...

Everyone loves LEGO, and now you can play with LEGO cars you've built on the Game Boy too. *LEGO Racers* sees you racing custom-built jalopies through four LEGO-themed arenas, namely Castle, Pirates, Space and Adventure. And jeepers, you can even

collect power-ups like grappling hooks and turbo boosts! *LEGO Racers* has already appeared on the PlayStation and N64, where (to be honest) it smelt of poo, but it could still wow on the GBC, especially as it's compatible with the link cable.



**GAME
PREVIEW**



THE RETRO RECREATION PROJECT!

PROJECT S-11...



THE SKY'S THE LIMIT

Singapore Airlines' newest Boeing 747-400 is to be equipped with an in-flight entertainment system which includes

the Gateway Game Boy Color. Passengers select their game from a menu screen, and the in-flight entertainment system then downloads it into the user's chair for play. Nintendo intend to make a dozen games available for the launch, with more to follow.

According to Peter Eck, director of



network planning, Nintendo of America, "Airline gameplay is not new, but this innovative system is completely unique, offering a vastly improved form of play.

Gateway Game Boy allows passengers to enjoy Game Boy games right in their seat".

The system debuts in November, so should be ready for next year's summer holiday. Alternatively, if you're not flying Singapore Airlines, just take your own Game Boy on the plane!



**GAME
PREVIEW**

OPEN SESAME!

DISNEY'S ALADDIN

It's big, it's bold and it's coming soon! *Disney's Aladdin*, due for review next month, sees Aladdin looking for a magical lamp through eight magical worlds of perilous platform fun. Watch out for palace guards that drop their trousers and camels that gob at you. Like most Disney games, the emphasis is on animation,

with Aladdin running, jumping, crouching, climbing ropes leaping off flagpoles and swinging on clotheslines. If they get the level design right (which they totally failed to do in last issue's *Road to Eldorado*), it could be a likely candidate for one of your three wishes...



**GAME
PREVIEW**



GOTTA' SELL 'EM AL

Nintendo is to open two new dedicated Pokémon stores, joining the one already open in Japan. The new Pokécenters (as they're known) will open in New York and London in 2001. The shops sell anything and everything to do with Pokémon – figurines, games, trading cards, books, T-shirts, you name it. Should appeal to all who can't find enough Pokémon stuff on the High Street...



EXTREME ATTITUDE

MTV SPORTS: PURE RIDE

GAME PREVIEW

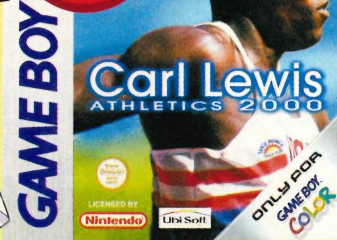
THQ's *MTV Sports: Pure Ride* is due in the autumn. We know very little else about it, but THQ is famous for its action-packed extreme sports games, and we doubt this will be an exception to the adrenaline-pumping norm.



GOING FOR GOLD

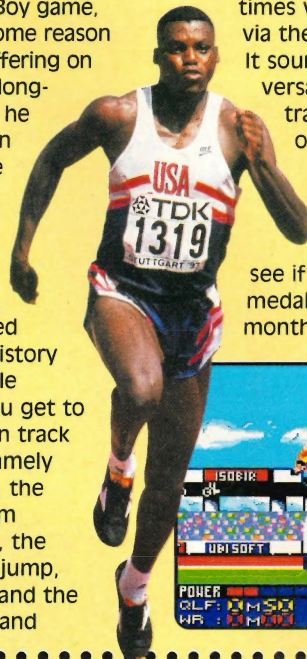
CARL LEWIS ATHLETICS 2000...

GAME PREVIEW



It was inevitable, really. With the world going Olympics-crazy, we were bound to get athletics Game Boy game, and here it is! For some reason Ubi Soft based its offering on an athlete who has long-since retired, but as he was rather brilliant in his day, we'll forgive them that one... Carl Lewis is known as the greatest track & field athlete of all time, and has earned himself a place in history as a truly remarkable sportsman. Now you get to challenge him in ten track and field events, namely 100m sprint, 400m, the long-distance 1500m race, 110m hurdles, the skilled Long & High jump, Pole Vault, Javelin, and the heavy weight Shot and

Discus. Beat him and you can play as him too, as well as opening up more events! There's a Ghost Mode to beat your previous performances, and you can swap your best times with your friends via the infra-red link. It sounds pretty versatile, but many track-and-field offerings fail to make the podium due to the events playing the same. We'll see if this is a gold medal-winner in next month's review.



DARK GOINGS-ON IN GOTHAM

BATMAN OF THE FUTURE: RETURN OF THE JOKER...

GAME PREVIEW

Fans of the cartoon series *Batman of the Future* will be pleased to learn there's a game on the way courtesy of Ubi Soft. *Batman of*

the Future: Return of the Joker features a storyline that's very close to the video film, with the new Batman finding himself battling against all

kinds of creatures, who are using their evil powers to terrorise Gotham City in the 21st Century. Confront evil villains as Batman would, testing your abilities as well as the new high-tech gadgets to their utmost. The game has been designed specifically for four- to eight-year-olds, so expect user-friendly gameplay. The changing perspectives, graphic elements and gameplay all exploit the futuristic environment of the licence to the fullest. In

addition, *Batman Of The Future: Return Of The Joker* offers several possibilities for moving on to higher levels, enticing players into coming back to the game again and again. Should be ready for review next month, too...



BLITZ! BLITZ! BLITZ! BLITZ!

CRYO'S TRIPLE HITTER!

THREE GREAT GAMES ON THE WAY...

Cryo is about to unleash three blockbusting games onto the Game Boy scene, and there's something for everyone in this happening line-up. Teaming up with Microsoft for a couple of cool compendiums, Cryo also take a porky lil' demon and pack him in a devilish platformer. "Microsoft is a name that everybody associates with solid, quality gameplay", said Mark Allen of Cryo. "Add to these *Gift*, and Cryo's Game Boy Color campaign has something to offer to every Game Boy owner." Is he right? Let's take a look at this killer combination...

GIFT...

THE DEVIL INSIDE

Gift is a videogame about videogames. Its seven levels parody seven different common game worlds. Look out for Tispanic, Alcatraz, Star Stress, Draculand, Iceland, Paztec and Mine of Horror. Anything that takes the rip out of gaming clichés is fine by us, but the parody doesn't end there. There's items left behind by heroes who have taken on *Gift*'s quest and failed – Darth Vader's light saber, Lara Croft's glasses and boots, Captain Hook's hook and blindfold, *Matrix*' mobile phone (how did they know it was his, I wonder?), Mario's dungarees, Indy's whip and hat – the list goes on. This game turns every gaming sacred cow into a quarter-pounder.

So how does it play? Well, *Gift* is more than just a bog-standard platformer. According to Cryo, its gameplay will wow young and old alike, with arcade action, perplexing real-time puzzles, a targeting system to help you time your leaps and a cute lil' critter you just can't help but love. The game's seven levels can be tackled in any order, and you can return to stages you've already completed to soak up the secrets and get the better of the two endings. You must find a dwarf in each of the

levels, representing the Seven Deadly Sins. According to Philippe Ulrich, Creative Director of developers Eko Software, "The *Gift* project has been growing inside me for almost ten years. Meeting Régis Loisel triggered everything. Together we created the character and the extremely bizarre world in which the story unfolds. *Gift* is more than a platform game; it is also a parody of videogames, the Internet, cinema special effects and the real world. I think anyone who plays *Gift* will remember the experience".



MICROSOFT PINBALL ARCADE...

SURE PLAYS MEAN PINBALL

Microsoft Pinball Arcade is a vintage collection of five classic pinball games, full of shoot-and-tilt excitement. Enjoy the simple pleasures of the pioneering Baffle Ball, then move on to the modern thrills of the first multi-level pinball game, Haunted House. Become a true pinball wizard by learning about the history of the game in the Techno-Timeline and bend your brain with the Trivia Challenge.



The game covers tables from the 1930s right up to 1982, so maybe your parents and grandparents can remember playing the real things!



COMPETITION!

THREE GAME BOY COLORS MUST BE WON...

To celebrate the forthcoming release of *Gift*, Cryo has sent us three brand-spanking-new Game Boy Colors, and ten *Gift* bouncy balls for the runners-up. To win one of these sizzling prizes, just answer this simple question:

How many levels are there in Gift?

If you're stuck, read this page again!

Answers on a postcard to:

It's a Gift Competition, GAME Magazine, 22 Strand Street, Poole, Dorset BH15 1SB



Entries which arrive after 16th November will be parceled up and sent to someone as a gift...

MORE MICRO MAYHEM!

THE BEST OF MICROSOFT ENTERTAINMENT PACK

A bundle of Game Boy Color fun to challenge your mind and reflexes, *The Best of Microsoft Entertainment Pack* is a captivating collection of classic games. Take on the challenge of seven exciting card, action, and strategy games: Free Cell, Life Genesis, Minesweeper, Tic-Tac-Toe, Tri Peaks, Tut's Tomb and Ski Free. It's not a package that will set the world alight, but it offers some seriously cerebral action.



BLITZ!

BLITZ!

BLITZ!

BLITZ!

TAKE THAT, TINRIBS

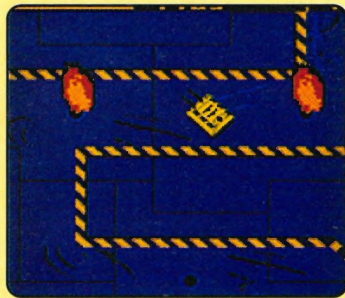
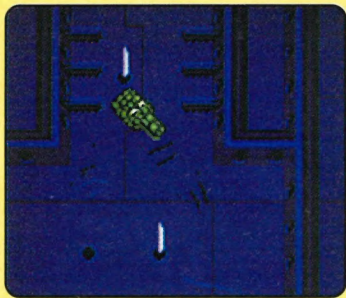
ROBOT WARS...

Get ready to rumble robot style, when BBC Multimedia bring the hit TV show to the GBC in November. After building your bot, choosing from weapons

which include a rotating flipper, an electric axe and a cobalt cutter, you use them to flip, smash and shatter your robotic opponents. Modes include Sumo (push your foe out of the

ring), Skittles (a targeting test) and Gauntlet (one foe after another).

Although a fine idea for a game, the screenshots look seriously dull. It's the gameplay that counts, though, and we'll let you know how that fares when we see the finished article.



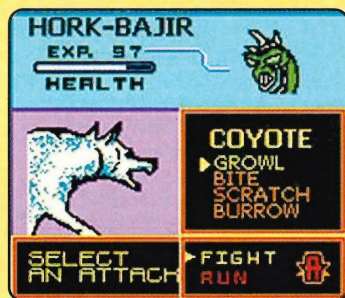
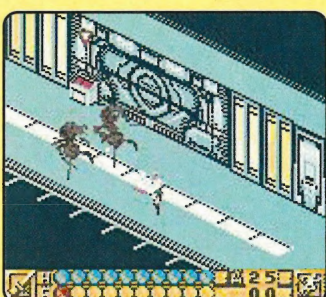
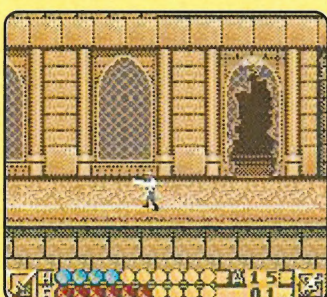
GAME PREVIEW

MAY THE FORCE BE WITH YOU

Obi-Wan's ADVENTURES

Let's face it - *Star Wars* sells. Anything with Skywalker and company on the box goes like hot

cakes, including videogames. The latest *Star Wars* GBC offering is Obi-Wan's Adventures, which sees The Trade Federation blockading the world of Naboo. You (Obi) are sent by the Jedi Council to negotiate... Needless to say this game sees Obi in his younger days, as a Padwan apprentice. Even less surprising is 'negotiations' means running around and killing everything. So is it Force or Force? More news as it's made...



LET'S GET WARPED!

ANIMORPHS...

GAME PREVIEW

The aliens have landed, and only a bunch of buck-toothed teenagers with runny noses can stop them! No, it's not another cheesy Hollywood sci-fi movie, but a game based on the best-selling books by KA Applegate. *Animorphs* features five such groovy dudes who can transform into any animal they touch (keep away from the skunk). If you spend more than two hours as a single animal, though, you can never regain human form. Your goal is to retrieve four stolen microprocessors they're using to further their aims of world domination.

"The unique storyline of

Animorphs is an exciting basis for a game," commented Yves Guillemot, President of Ubi Soft Entertainment. "Fans of the series will be impressed by this action-packed interpretation of such a wide spread phenomenon."

Animorphs is due in November.



BLITZ!**BLITZ!****BLITZ!****BLITZ!**

FOUR-WAY LINK CABLE

Logic 3

There's nothing like a two-player Game Boy blast, and with the Logic 3 Four-Way Link Cable you can link colour and old-style machines in any combination – two colours, two black and white or one of each. Now you can throw tournaments with all your mates! Jeepers – it's only £4.99 too...



GAME CASES

Logic 3

In the olden days, Game Boy carts came in handy plastic boxes, meaning you could take them anywhere without worrying about dirt and damage. Nowadays they don't. If you yearn for the good old days, check out Logic 3's Game Cases, four old-style boxes for £2.99. If you want to...



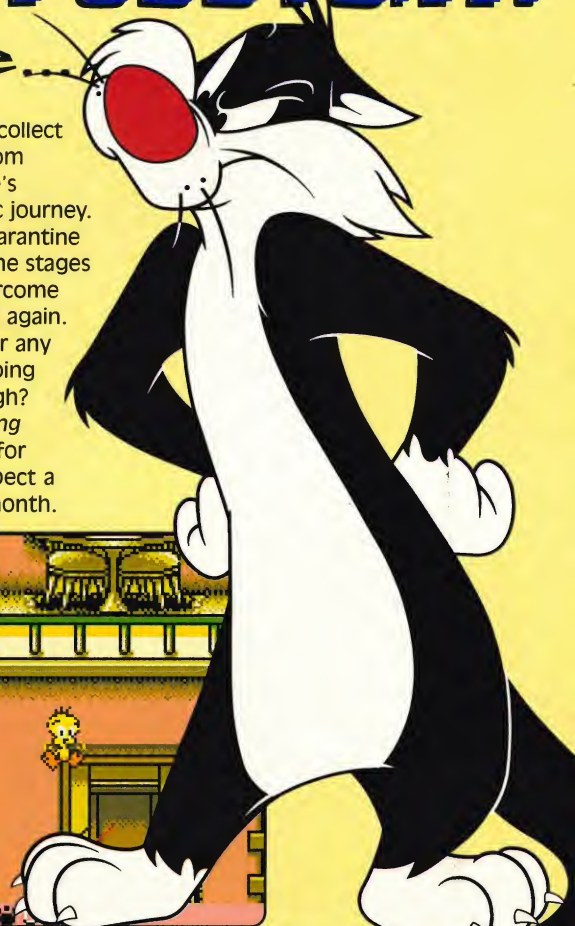
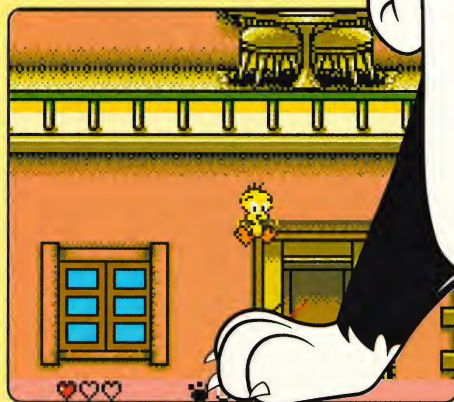
I THAW, I THAW A PUDDYCAT!

Tweety's High Flying Adventure...

Would you credit it? Tweety's *High Flying Adventure* is based on the Jules Verne novel *Around the World in Eighty Days*!

The cheeky little bird is sent on this adventure as a bet between Tweety's owner, Granny, and the miserly Colonel Rimfire. Rimfire wants to shut down a park in London where local children play. Granny bets Tweety can travel around the world in 80 days and bring back the paw prints of 80 different cats. You've guessed it – this one's about running around and collecting things! If he's successful, Granny wins enough money to buy back the park. Why she didn't just post him around the world and fake the paw prints is beyond us. The game begins in London but Tweety must also fly to Paris, Venice, Egypt, Africa, Japan, Australia, San Francisco and Las Vegas. Send us a postcard, will ya? In each location Tweety finds himself on hostile ground, dodging and fighting hordes of enemies. He must also search these strange places for the cat paws, and find his way through to the next destination.

Tweety must also collect stamps from custom points to prove he's completed his epic journey. No cheating or quarantine here! There are nine stages for Tweety to overcome before he can rest again. It's a mean feat for any bird – is Tweety going to be tough enough? *Tweety's High Flying Adventure* is due for release soon – expect a full review next month.



GAME FEATURE

ADVANCE WARNING!

IT'S BEEN RUMOURED, IT'S BEEN CONFIRMED, IT'S BEEN DISCUSSED, BUT ONLY NOW HAS NINTENDO UNVEILED ITS FORTHCOMING GAME BOY ADVANCE! GAME MAGAZINE TAKES AN EXCLUSIVE LOOK AT THE NEXT-GEN GAME BOY...



ou heard the rumours – Nintendo was developing a new, more powerful Game Boy. Then details of games were leaked. Then people drew pictures of what it was going to look like

(all guesswork). Then Nintendo confirmed it was working on the machine, but remained tight-lipped about its specs. Information has dripped out, some of it accurate, some of it less so, but only now can we bring you the official word on the Game Boy Advance. We've seen it, and it looks so cool you won't believe it!



Meet the Machine!

The Game Boy Advance is looking really cool. It uses a D-Pad, 'A' button, 'B' button, Start and Select, but this time it's held in a horizontal rather than vertical position. Worry not, though – we've had our hands on one, and it feels as comfortable in the hands as the traditional Game Boy. They've added buttons 'L' and 'R' on the top of the machine too, offering games



developers more to work with.

The Advance screen isn't backlit, so it's still impossible to play in the dark. However, this is NOT a bad thing. Backlights eat batteries, a factor which led to the demise of the Sega Game Gear and Atari Lynx. The batteries in the Advance (two AAs once more) last for up to 15 hours, which is even longer than the Game Boy's. One thing that really stands out about the Advance is its superb graphics – just look at the screenshots! The machine is powered by a 32-bit processor. As the GBC is only eight-bit, the SNES 16-bit and the PlayStation 32-bit, this is very impressive. There's more to power than just the processor, of course. We don't think it's as powerful as the PlayStation (none of the games and demos Nintendo showed us used fully 3D graphics, for example), but it's certainly more powerful than the SNES. It can 'think' 16 times faster than the GBC, and can also display an amazing 32,000 colours on the screen at once. And the sound? This was the Game Boy's weak point, with its tinny speaker and terrible choonz. The Advance offers stereo sounds and much-improved quality. The only downer we can think of is the machine's silvery finish – it looks really cheap and tacky. Still, it's early days

yet, and this could well be improved before it's released.

With all this power, it must cost an absolute fortune, right? Well, maybe not. In Japan it is to cost 9800 yen, which is around £65.50. So is that all it will cost here? In your dreams! New consoles are always more expensive in this country

(boooooo!), but how much more we won't know until the UK price is announced.

The Game Boy Advance is expected in March 2001 in Japan, with us Brits having to wait until July for ours. Nintendo is as famous for delays as it is for great games, but let's hope they hit the target with this one!

Universal Gamer

The Game Boy Advance is backwards-compatible with the Game Boy Color and original Game Boy, so you can play all your current games on the new machine. Wowzers!



GAME ON!

Enough about the hardware – what about the games? Nintendo expects ten titles on the shelves at launch, but only four have been unveiled at present. We'll keep you up to speed with further developments for the Advance and details on its launch titles in further issues, but for now, let's look at the games we know we're getting on Day One...



Mario Kart Advance

Nintendo

This is what we want! *Mario Kart Advance* is almost identical to the legendary SNES *Mario Kart*, with some cool updates for the new hand-held. Expect powerslides aplenty as well as all your favourite power-ups and weapons.

Mario Kart Advance offers four-player link-up action, and best of all, you only need one copy of the game between you to play – no more having to find friends who also own it before you can compete. Wowzers!



All Star Racing

Konami

All Star Racing is another cartoony kart game, this time featuring Konami characters like the infamous Goemon. The main difference between this and *Mario Kart* is the

power meter – when it's gone, you're more vulnerable to the enemies' weapons. We had a brief look at this one and it plays very well, but why they want to debut with a game so similar to *Mario Kart* is beyond us. Will anyone buy it?

Kuru Kuru Kururin

Nintendo

Weird, and very Japanese. You control a straight line rotating around a central point (honest). You can't control its rotations, but you're in charge of its lateral movement. The aim of the game is to guide it down a series of



tunnels without pranging it on the walls. Not easy when it's turning of its own accord. Good job there are sweet spots where you can take a rest without crashing.

The key to this one will be the level design, and only time will tell if it's up to scratch. It's nothing you couldn't do on the GBC, but from our brief time playing, it's fiendishly addictive.

Pinobee Quest Of Heart

Hudsonsoft

This will be the first platformer on the Game Boy Advance, a side-scrolling affair in which you control a mechanical flying bee.

Pinobee Quest Of Heart (previously known as *Adventures of Pinobee*) doesn't look very original, but it certainly makes good use of the Advance's colour palette.



In Control

As well as being a great gaming machine in its own right, you can use the Game Boy Advance as a controller for Nintendo's forthcoming console, the Game Cube. This is useful for games such as American football, where in a two-player game each player could pick a play without the other seeing it. It could act as a permanently-open inventory screen in an RPG too. The possibilities are endless! You can also link up to four GBAs together for multiplayer gaming. This will be great for *Mario Kart*, and can you imagine a *Doom*-style game with a four-player deathmatch? It's a blast!

Pokémon Advance?

There's no news yet on a *Pokémon* game for the GBA, but let's face it – it's bound to happen!



GAME PLAY



GAME

DAMAGE

£24.99

WHO?

UBI SOFT

TYPE

ACTION GAME

ON SALE

OUT NOW

COMPATIBLE
GAME BOY COLOR

IS IT A MONSTER OF A GAME, OR SHOULD IT BE EXTINCT?

DISNEY'S DINOSAUR

JACK OF TRADES?

Each dinosaur has its own unique abilities which you must use as you progress through the game. Aladar, for example, can move logs and swim. Others run, jump, climb, push rocks and more.



This game, based on the Disney film *Dinosaur* which used *Toy Story*-style computer graphics, is fine on paper. Taking a team of dinosaurs, all with unique abilities, you make your way across a bleak prehistoric landscape using your prehistoric pals' talents to solve puzzles and overcome difficulties. You only control one monster at a time, but can switch between them in certain places.

The game's divided into bite-sized levels, each of which has specific objectives to meet before you zoom through the level exit. Trouble is, the gameplay's thinner than Paul Daniels' hair. The graphics are weak and the landscapes they depict are far too empty. The puzzles are mostly obvious, and when they're not, the game just tells you what to do. Smeggin' unsatisfying...

GAME Scale

uppers

Save anywhere

Versatile dinosaurs

Can print scores screen

downers

Weak graphics

Empty environments

Unpolished action

123**4**5678910

Nice ideas, but level design and lack of polish leave this one in the Stone Age...

AND NOT A HUNTING HOUND IN SIGHT...

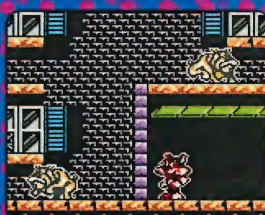
TITUS THE FOX TO MARRAKECH AND BACK

Run. Jump. Collect. Throw weapon. Dodge foe. Do it again. Does this sound like the formula for every platform game? Well it's the bare bones, yes, but decent efforts flesh it out with exciting and

varied baddies, challenging game environments and interesting features and devices to keep you interested. *Titus* doesn't.

It's difficult to explain just how dull this game is.

There's not one spark of originality here. Everything about it is functional but unremarkable, eg. the average graphics, minimal animation and half-hearted level design. There's nothing that stands out as disastrous (except, maybe, the dreadful music) but nothing to commend it either. It's one long ride on the Yawnsville Express...



GAME

DAMAGE

£24.99

WHO?

TITUS SOFTWARE

TYPE

PLATFORM GAME

ON SALE

OUT NOW

COMPATIBLE
GAME BOY COLOR



GAME Scale

uppers

Titus is cute...

downers

Lousy music

Dull design

Weak graphics

12**3**45678910

Don't bother with this - check out this month's High Five feature to see how decent platformers should play.

HYPE THE TIME QUEST

IN DAYS OF OLD, WHEN KNIGHTS WERE BOLD...



This is a typical saga of good versus evil, based around the Playmobil toys. It's a platform/adventure crossover in which you (as Hype, the brave Playmobil knight) are just as at home exploring villages and talking to the inhabitants as pounding platforms and jumping around like a hyperactive grasshopper. The game sees you travelling through time zones as well as towns and caverns, and you can invest in some snazzy equipment between maps. But is it any good? Well, it's definitely one for the younger gamer (it is based on Playmobil toys after all), but it's none the worse for that. It looks the part, with great graphics and animation, and the sound's pretty good too. The game design is involved and interesting, and for once it doesn't treat youngsters like idiots – it's quite a challenge. The main character moves a little too slowly, and some of the conversations drag a little, but overall, it's a good game.



GAME INFO

DAMAGE £24.99 WHO? UBI SOFT

TYPE PLATFORM ON SALE OUT NOW

COMPATIBLE GAME BOY COLOR

GAME Scale

uppers

Great graphics
Taxing
Polished presentation

downers

Main character moves slowly
Conversations slow



Not a bad little game, but definitely for the younger gamer.

BLASTER MASTER ENEMY BELOW

A JUMPING TANK? WHATEVER NEXT?

This is a weird one. You start the game in a futuristic tank, which can jump. Yes, that's right – it can jump! A jumping tank. Yes, it looks a silly as it sounds. Why they didn't use a mech or other such machine which could jump *without* looking ridiculous is beyond me, but instead they put a tank in a platform game. Wowzers! Your driver can get out of the tank at any time, and indeed has to. There are areas the tank cannot go... Apart from the silly main character, the game's main flaw is that it's sometimes near-impossible to avoid getting shot. To compensate, they give you loads of energy. You end up moving into enemy fire, getting hit and using your 'honeymoon' period of immunity to get into position and trash the foe while ignoring its own shots. This is simply not satisfying...



GAME INFO

DAMAGE £24.99 WHO? SUNSOFT

TYPE PLATFORM ON SALE OUT NOW

COMPATIBLE GAME BOY COLOR



GAME Scale

uppers

Can leave vehicle
Large

downers

Tank looks silly
Unavoidable foes



Not the best platform blaster we've seen, but not the worst either...



O'LEARY MANAGER 2000



GAME

INFO

DAMAGE £24.99

WHO? UBI SOFT

TYPE SPORTS SIM

ON SALE OUT NOW

COMPATIBLE
GAME BOY COLOR

PREMIERSHIP PERFORMANCE OR NON-LEAGUE NO-HOPPER? LET'S TAKE TO THE DUGOUT...

Unbelievable! In soccer terms, this game is like a non-league side winning the FA Cup, England lifting the World Cup and finding a Manchester United fan who lives in Manchester. On the same day. Yes

folks, this game is unbelievable.

So what's so good about it? Well for starters, it's immense. As well as managing your favourite side, you can also control the action on the pitch soccer sim style. If you like to keep your management and arcade-style action games separate (and we can't think why you would), worry not – you can opt to play only management or only arcade, and both are deep enough to stand alone – neither feels like a bolted-on extra.

The management section is comprehensive. There are over 240 teams from the top two divisions in six European countries. There's also two cup competitions for each country, and UEFA and Champions League trophies to chase. As well as the usual buying and selling on the transfer market, you also need to train your troops. Choose an inappropriate training programme and they can get worse instead of better. Players are rated on factors such as keeping, tackling, form, passing, shooting, speed, fitness and morale – hardly a shallow kick-about.

GAME OF TWO HALVES...

The match section is equally impressive. With the management section so comprehensive you'd expect nothing more than the scores here, but no – instead you get to play the entire game! It plays really well too. The graphics are tiny, but this enables you to see a large area of the pitch, making passing and putting together moves easier. It would have been easier still had there been indicators on the edge of the screen showing where players out of the viewing area were, but this isn't a disastrous oversight. The teams don't play in their proper colours either, but then how much

could we expect to see crammed into a Game Boy cart? No, O'Leary Manager 2000 exceeds expectations in every department. Anyone who loves footie games should promote this to the top of their wish list...



IN THE MONEY...

Keep a close eye on the purse strings. You not only have to buy and sell players, but you must balance the books while paying their wages too. There's no point in having a huge squad of star internationals if the wage bill bankrupts the club...

Finances

ITEM	7th AUG 1998	CREDIT	DEBIT	BALANCE
Gate Receipts	0H			£10.5m
Wages	157H			£10.1m
Transfers		£100H		£4.1m
Sponsorship	160H			£4.5m
TV Revenue	50H			£4.5m
Miscellaneous			53H	£4.5m
	7th AUG 1998			£4.5m

[A Continue](#)

DAVID O'LEARY



David O'Leary is the manager of Leeds United, so you might not have heard of him.

O'Leary took over as caretaker manager in October 1998 and immediately set about transforming the team, playing open and exciting football. His successes made it impossible for the board not to hire him as a full-time manager!

In the 1998-99 season Leeds under O'Leary finished fourth, qualifying for Europe. The following year he achieved third place, making it into the Champions League. Could the 2000-01 season see Leeds snatch the Premiership title from Manchester United?

Set 7th Aug League Results

15:31	Uniford 0 3 Coventry
15:31	Tottenham 0 0 Derby County
15:31	Sunderland 1 3 Everton
15:31	Southampton 0 0 Leeds United
15:31	Sheff Wed 1 0 Leicester
15:31	Middlesboro 0 1 Non United
15:31	Aston Villa 0 0 Arsenal
15:31	Wolves 0 1 West Brom
15:31	Walsall 1 0 Tranmere

[Receiving results...](#)



GAME Scale

uppers

In-depth management
Cool soccer sim
Great all round...

downers

Teams in wrong colours
No edge-of-screen indicators

DA BOMB

If I hadn't seen it myself, I wouldn't have believed it possible. An incredible title.

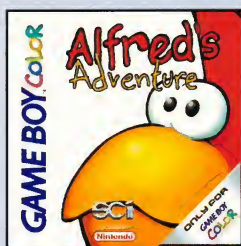
ALFRED'S ADVENTURE

PLAY CHICKEN FOR REAL...

This one's a platformer from the old school, and a very good one at that. The graphics are only average (except for the cool flurry of feathers when Alfred Chicken gets killed), but it's obvious how much thought has gone into the level design.

Instead of throwing around platforms and hazards at random, the leaps are designed to tease the player, encouraging you to progress with promises of what's to come. If you can't make a leap, look for

another way of getting from A to B – there generally is one. Likewise, the foes and traps are placed in areas where they genuinely challenge the player, or punish him for making a mistake. Add exciting devices and a useful password system to the package, and you've got a cool game.



COOL BRICKS

ANOTHER BRICK IN THE WALL?

MMMMMmm – *Arkanoid*. It's been cloned a million times, but until now, there hasn't been a decent version of this classic *Breakout* update on the Game Boy Color. Thankfully, *Cool Bricks* is more than decent. You control a paddle that sits at the foot of the screen, moving right and left to intercept a bouncing ball, sending it cascading into the bricks higher up. Some bricks are destroyed immediately when hit, others take several wallops. A few contain power-ups such as lasers, slow bats and multi-balls. The key to success here is to target your ball correctly by bouncing it off different parts of the bat (the edges send it at a gentler angle than the centre). Trapping it within gaps in the wall or even above it is a useful tactic. An intelligent password system completes this cool package.



GAME INFO

DAMAGE £24.99 WHO? SCI

TYPE PLATFORM ON SALE OUT NOW

COMPATIBLE GAME BOY COLOR

GAME Scale

uppers
Intelligent design
Cool music
Good death sequence

downers
Average visuals



After a brace of platformers with strong presentation but weak gameplay, this is a breath of fresh air.

GAME INFO

DAMAGE £24.99 WHO? SCI

TYPE BAT 'N' BALL GAME ON SALE OUT NOW

COMPATIBLE GAME BOY COLOR

GAME Scale

uppers
Colourful
Tactical
Wonderful

downers
Unoriginal



No real advances on a 15-year-old theme, but if it ain't broke...

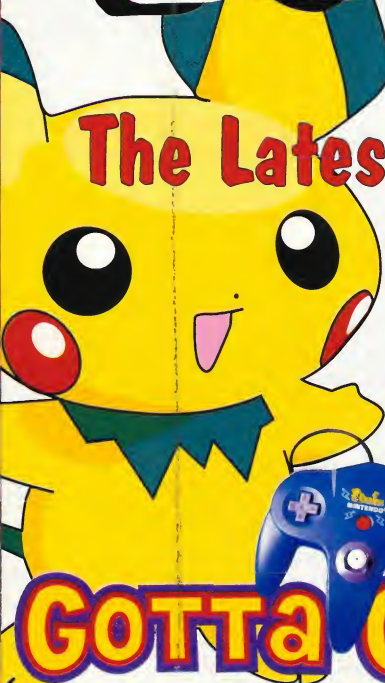
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Instructions

- 1: TEAR THE SOLUTIONS GUIDE FROM YOUR COPY OF GAME...
- 2: FOLD DOWN THE DOTTED LINE...
- 3: ...AND JEEPERCI!
YOU'VE GOT A COMPLETE SOLUTIONS BOOK!

BUSTED! GAME



PLAYER'S
GUIDE

POKÉMON PINBALL

Get your flipper fingers moving and your poké balls at the ready as GAME Magazine brings you a complete guide to the rip-snorting Pokémon Pinball. Now you can catch 'em all, snatch that high score and be home in time for tea. The smeg's the limit...

CHEATS

Faster Ball Upgrade

Press (left) to move the light when the Pokéball hits the first three lights at the top. It can also be moved by pressing A.

Pokedex Record

Enter the Pokedex and press Select to view how many Pokémon have been obtained and seen. The ones you have seen in your Pokedex are shadows.

Moving Pokémon in Pokedex:

Select an unevolved basic Pokémon, and press Start to watch it move in the Pokedex.

Tilts

Press ↓ to right tilt, B to left tilt, or Select to up tilt.

Extra Ball

To get an extra ball, get Pikachu to shock the ball 20 to 30 times.

Unlimited Balls

To stop your ball dropping, tilt the table as it starts to fall down the hole. It should pop back out.

Getting Eevee's Evolves

Catch Eevee and in Evolution Mode, hit one of the arrows for a Thunder, Fire or Water Stone. If you get the wrong stone, let the time run down and start the process again instead of claiming the evolve.

Getting Cloysters or Voltorbs

If you caught in the Cloysters or Voltorbs, hold B + ↓ to fall through.

Easy Pokémon Capture

Hit a Voltorb or Shellder, and hold A or B when their shadows appear.

Finding Rare Pokémon

On the third ball, light up all the GET lights and enter the hole. This increases the chance that rare Pokémon are found.

Bonus Stages

These are good for getting the rarer Pokémon. Get three markers on your middle display, and goo down the central hole which opens. You get one marker for capturing a Pokémon and two for evolving one. Needless to say, it's also a slot prize, but a rare one.

GENGAR STAGE

Here you get one and a half minutes to hit ten Haunters, ten Castles and five Gengars. Losing your ball isn't a problem.

DIGLETT STAGE

Without losing a ball, take out all Diglett's and hit Dugtrio three times.

DEWGONG STAGE

Fill the top bar by hitting Dewdongs on the head. You have a minute and a half. Get more for points rewards.

MEOWTH STAGE

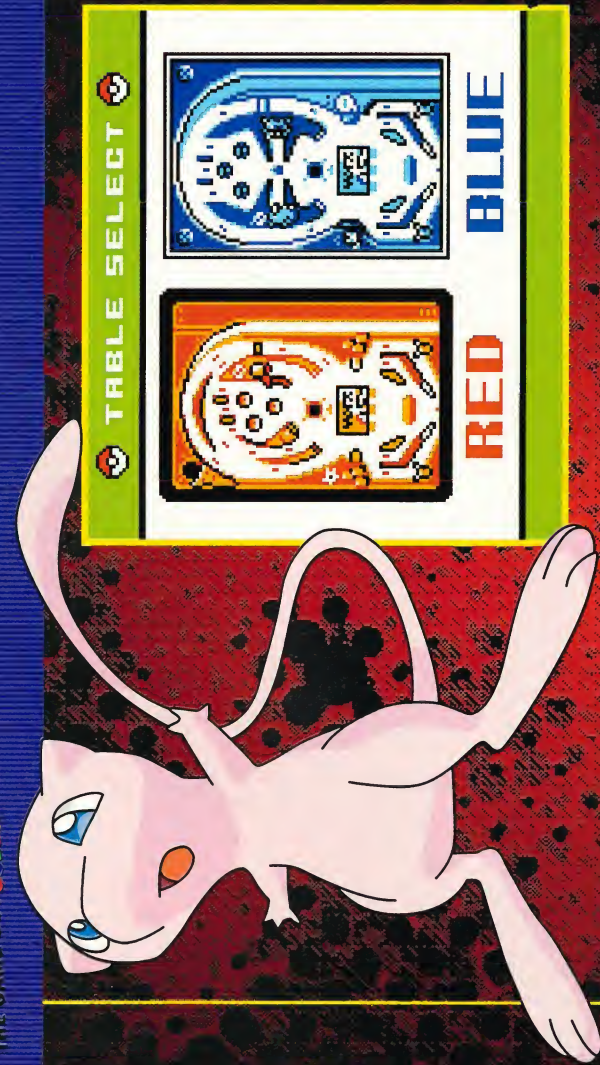
You only have a minute for this one. Hit Meowth to release coins, then knock 'em of him to fill the bar. Losing a ball costs you coins.

MEWTWO STAGE

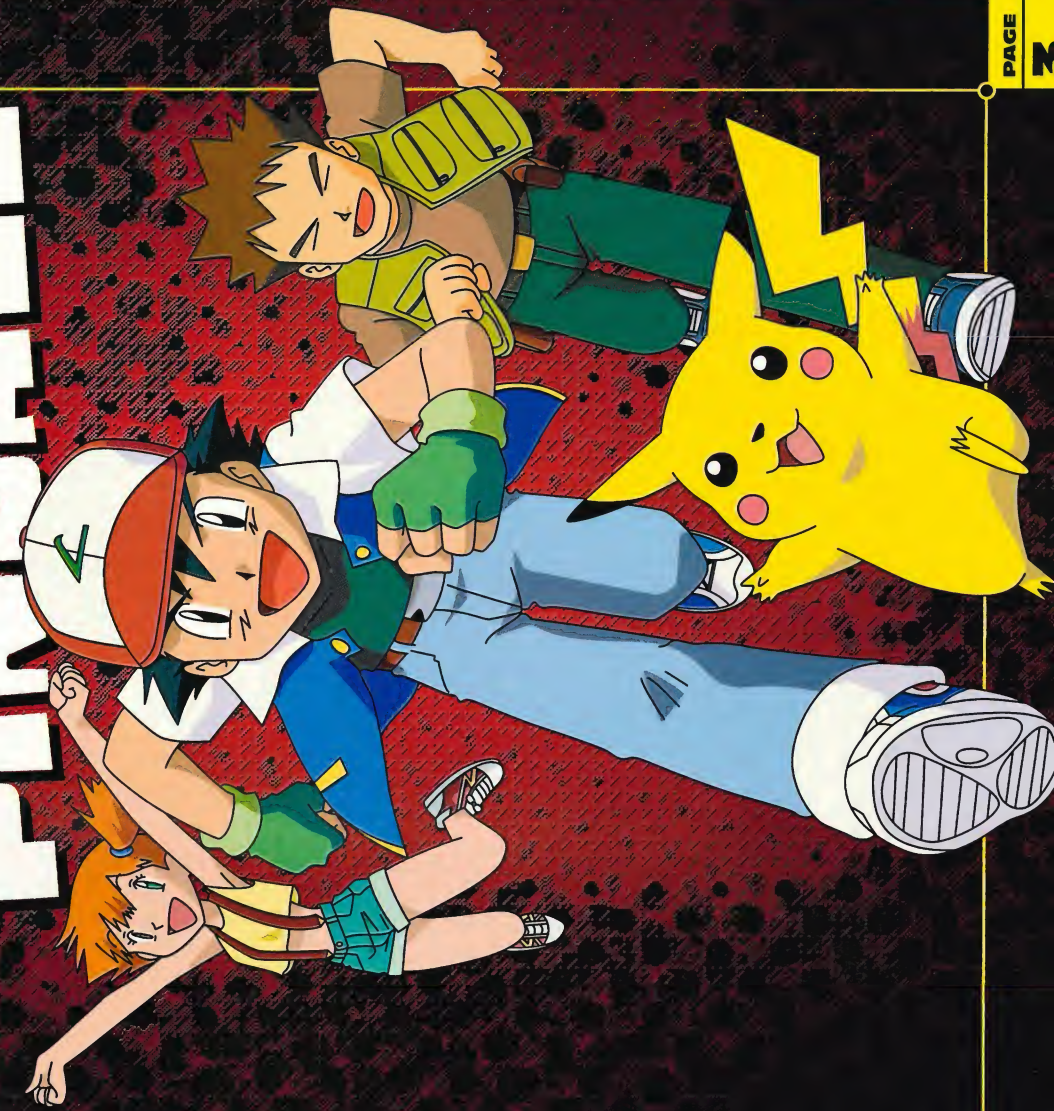
You have two minutes here, and must hit Meowth 24 times – losing your ball is no prob. Blast Meowth, ignoring the force field. Trap the ball by holding the flipper up, then let it roll down before firing it at Meowth.

151 Pokémon

When you catch all 151 Pokémon, you get a crown on your high score window.



POKÉMON PINBALL



Mew

To get Mew, pass the Mewtwo stage at least three times and move to Indigo Plateau). Enter Get Mode repeatedly until he appears. This isn't often. When you blast him, you get 3,000,000 points every time he's hit but it doesn't spell GET. While he's moving, see out the time limit without losing a ball and you get a message about him running away, but he didn't get far – he's in your pokédex.

Getting Evolve Mode

There are two ways of achieving the Evolve Mode. You can get it as one of the random prizes in the slot (just like almost everything else), or you can shoot the ball up the left-hand channel and into the hole on the left of the table. Evolve Mode lasts two minutes, with the first minute enjoying a ball saver.

Your targets are indicated by arrows. Hit them for items and experience. When they appear, make sure you hit 'em. If you get a message saying the Pokémon is tired, use the left curved path, or simply hold the ball for eight seconds. To evolve a Pokémon collect enough experience and three of the item it wants, then put the ball in the middle hole. The higher the evolution, the harder the task.

BUSTED!



Red and Blue - What's the Difference?

The two Pokétables in Pokémon Pinball boast different-shaped boards and unique maps. The blue version is slightly easier, but in the red version you're less likely to move location accidentally, making it easier to target specific Pokémon. The logic behind both tables is the same, and these tips apply to the Red and Blue machines.



Field Multiplier

You improve the status of your ball by lighting the three lights at the top of the table. Move the lights with the flipper buttons – if the ball's heading for an already-lit light, just snuffle 'em until you get an unlit one. The ball changes from Pokeball to Superball to Hyperball to Masterball, each morph offering increased points for your efforts on the table. Each morph level wears off in a minute.



Tilt

You can tilt with impunity here. Hit 'B' to move the table left, and hit (DOWN) to bang it right. Hitting Select bangs it up. The tilt is useful for making fine adjustments to your ball's trajectory.

Bonus Multiplier

You can build your bonus multiplier up to 99 by hitting the numbered buttons in the centre of the table. You have to

CYCLING ROAD

Rattata (Raticate)
Spearow (Fearow)
Doduo (Dodrio)
Krabby (Klingler)
Magikarp (Gyarados)
Tentacool (Tentacruel)
Litung • Snorlax



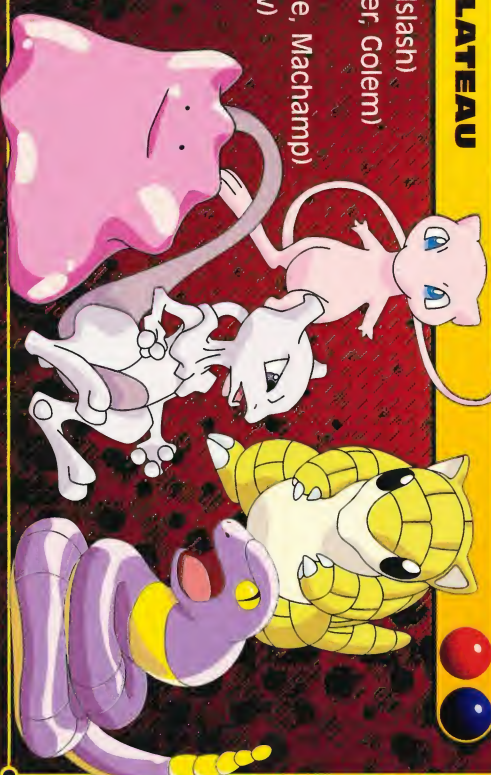
ROCK MOUNTAIN

Spearow (Fearow),
Ekans (Arbok)
Zubat (Golbat)
Diglett (Dugtrio)
Voltoib (Electrode)
Machop (Machoke, Machamp)
Geodude (Graveler, Gelem)
Onix • Mr. Mime
Slowpoke (Slowbro)



INDIGO PLATEAU

Sandshrew (Sandslash)
Geoclude (Graveler, Golem)
Onix
Machop (Machoke, Machamp)
Spearow (Fearow)
Ekans (Arbok)
Zubat (Golbat)
Ditto
Moltres
Mewtwo
Mew



Nintendo

GAME BOY COLOR

DRIVER™



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COLOR

Nintendo

GAME BOY COLOR



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TRACK
DRIVER



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stunt tracks!

Spectaculaire
stuntbanen!

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GAME BOY COLOR

TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID



GAME BOY COLOR

LICENSED BY
Nintendo

MIDWAY



Nintendo

GAME BOY COLOR

MONOPOLY



GAME BOY COLOR

NFL
BLITZ
2000



HOT WHEELS STUNT TRACK DRIVER

All Cars and Tracks

Enter ↓, ←, ↑, A, ↓, → as a password.

PASSWORDS

Shadow Jet

2 ←, ↑, ←, ↓, ↑, A
3 →, ↑, →, ↓, ↑, A
4 ↑, B, ↑, ↑, ←, A
5 B, ←, B, ↑, ↑, ←
6 ↓, ↑, ↑, A, ↑, ↑
End ↓, ←, ↑, A, ↓, →

Tow Jam

2 B, B, ←, ↑, A, B
3 ←, ←, ↑, A, →, →
4 ←, ↑, ↑, ←, A, ←
5 ↓, ↑, ↓, ↓, ↓, A
6 B, B, B, →, ↑, ↑
End ↓, ←, ↑, A, ↓, →

Way To Fast

2 →, A, →, B, ←, ↓
3 ↓, →, B, →, ↓, B

4 →, →, ↓, A, ↓, A
5 ↑, A, A, ↓, ←, ↑
6 ←, ↑, A, B, B, →
End ↓, ←, ↑, A, ↓, →

Slide Out

2 ↓, A, ↑, A, B, B
3 ←, B, ←, →, ↓, B
4 ↓, B, B, B, →, ↓
5 A, A, →, →, B, ↓
6 →, ↑, ←, ↑, ←, →
End ↓, ←, ↑, A, ↓, →

Twin Mill

2 ↓, ←, B, B, →, B
3 ↑, B, ↓, ↓, ↓, ←
4 →, ↑, →, B, B, →
5 →, ↑, →, ↓, A, ↓
6 →, ↑, ↑, A, ↑, ↓
End ↓, ←, ↑, A, ↓, →

DRIVER

LEVEL CODES

Miami

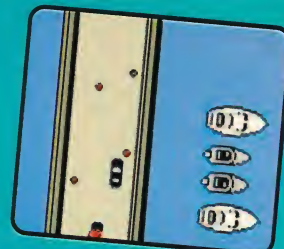
- 1 Bank Job - Face, Face, Face, Face
- 2 Hide the Evidence - Tire Tread, Badge, Cone, Red Siren
- 3 Boat Chase - Stoplight, Key, Key, Blue Siren
- 4 Hit 5 Restaurants - Cone, Cone, Cone, Badge
- 5 Superfly Drive - Key, Red Siren, Red Siren, Stoplight
- 6 Bait for Trap - Key, Badge, Tire Tread, Blue Siren
- 7 Take out DiAngelo - Badge, Cone, Badge, Red Siren

Los Angeles

- 8 Steal a Cop Car - Red Siren, Badge, Key, Tire Tread
- 9 Get Lucky to Doctor - Cone, Blue Siren, Red Siren, Red Siren
- 10 Beverly Hills Getaway - Badge, Badge, Stoplight, Cone

New York

- 11 Grand Central Station - Blue Siren, Key, Key, Key
- 12 Trash Granger Car - Stoplight, Tire Tread, Red Siren, Badge
- 13 Stop Grangers gang (5 cars) - Key, Badge, Badge, Cone
- 14 Chase down Grangers Boy - Red Siren, Blue Siren, Red Siren, Blue Siren
- 15 Crosstown Race - Tire Tread, Key, Cone, Stoplight



GAME

GAME

MORTAL KOMBAT 4

Bonus Credits

Press ↑ at the Difficulty Selection Screen to obtain up to five credits.

Kombat Kodes

Enter one of the following codes before a match begins.

Character	Number
Dragon	0
MK Logo	1
Ying-Yang	2
Four	3
Question Mark	4
Lightning Bolt	5
Goro	6
Raiden	7
Shao Kahn	8
Skull	9

Effect	Kombat Kode
Fight as Reptile	192-234
Fight against Reptile	205-205
Disable throws	100-100
Swicharoo	460-460

Dark Kombat	688-422
Psycho Kombat	985-125
No blocking	020-020
Programmer's message	987-666
Programmer's message	123-926
CPU 25% life	000-707
CPU 50% life	000-033
Player 1 25% life	707-000
Player 1 50% life	033-000
One-hit win	123-123
Noob Saibot mode	012-012
Explosive Kombat	050-050
Weapons never dropped	002-002
Disable max damage	010-010
No throw, disable max damage	110-110
Random weapon appears	111-111
Start with random weapon	222-222
Randper Kombat	333-333
Start with weapons drawn	444-444
Many weapons	555-555
Silent Kombat	666-666
Big heads	321-321

GAME

METAL GEAR SOLID

Sound Menu

Complete the VR training missions with a 100% ranking. The Sound Menu is unlocked at the Options Screen and allows all sounds and music to be played.

Special Stage Select

Complete the game in Easy or greater difficulty setting. The Special Stage Select allows any level to be played with new mission objectives.

Plot Revelation

Complete stages in the Special Stage Select to get Number Four, to reveal pieces of the plot.

In-Game Entertainment

Complete the game, and then start a new one. Dial 140.07 on the Codec to hear some in-game entertainment.

Automatic Ration Use

By equipping rations as opposed to simply using them, they're automatically be used by Snake when needed. This is especially useful in boss battles.

GAME

NFL BLITZ 2000

Cheat Mode

Press Start, B, and A to enter the following codes on the match-up screen in exhibition mode. The numbers in the following list indicate the number of times each button is pressed. After the first part of the code has been entered, press the D-Pad in the indicated direction to enable it. Example, to enter 1-2-3 ←, press Start, B twice, A three times and then ←.

Effect	Code
No fumbles	3-1-2 ↓
Unlimited turbo	0-1-3 ↑
No first downs	2-1-0 ↑
No interceptions	2-3-3 ←
No punting	1-3-1 ↑
Super defence	3-2-1 ↑
Super offence	3-1-2 ↑
Super passing	3-1-2 →
Super team	2-3-3 ↑
Hidden plays	3-3-3 ↓

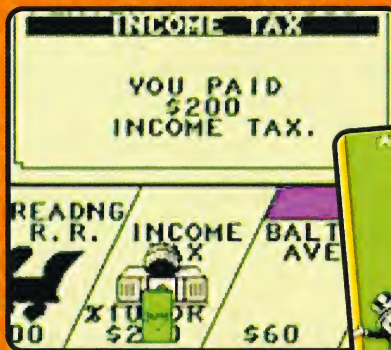


GAME

MONOPOLY

Bargain Buys

Land on an unowned property and place a bid instead of buying the deed. Enter a low bid and select ↑ or ↓ to buy the property at that price.



GAME

Buffy

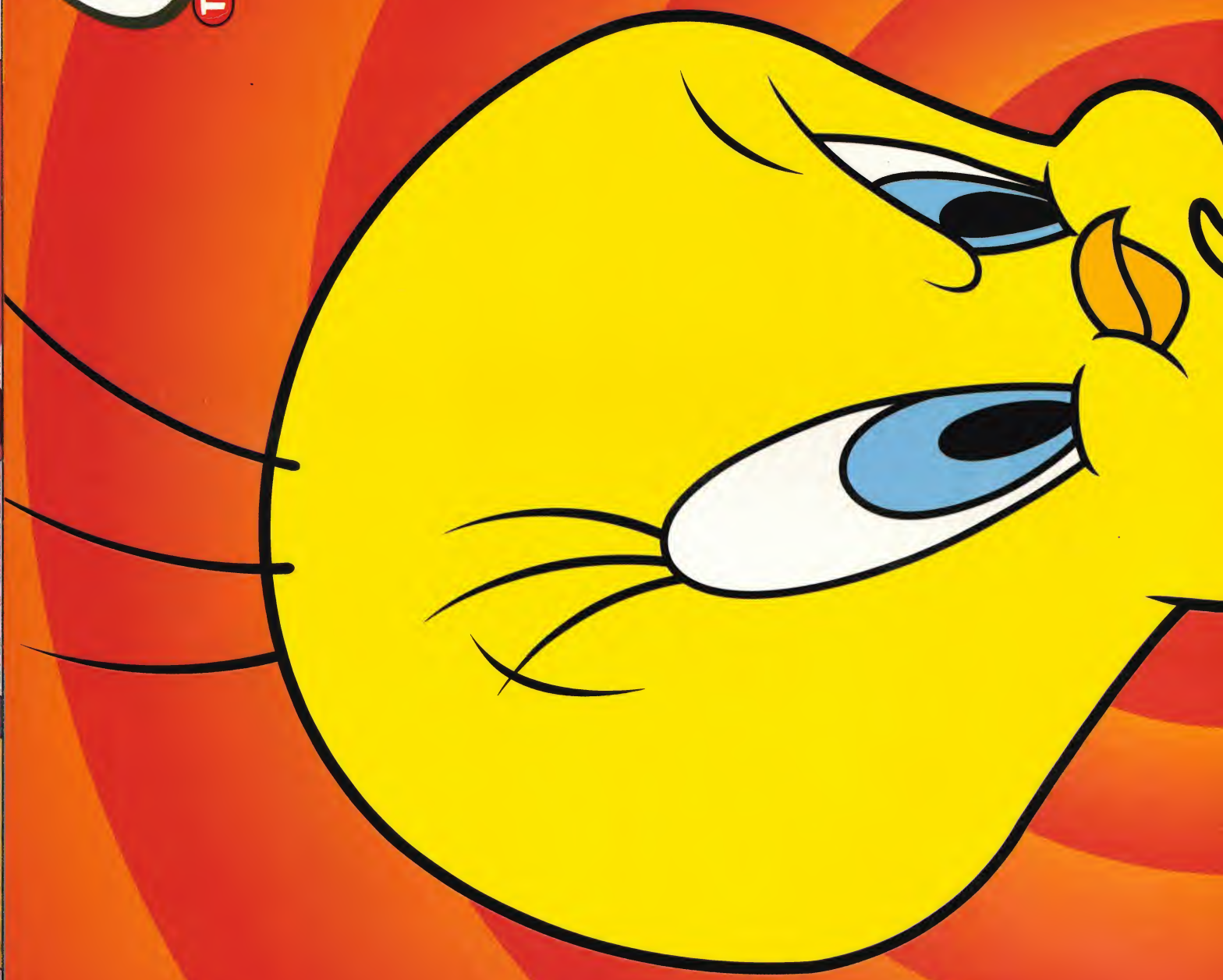
the vampire slayer



GAME
THE GAME BOY COLOR MAG

GAME

THE GAME BOY COLOR MAG





TWEETY'S
HIGH FLYING
ADVENTURE

X-MEN[®]
MUTANT
ACADEMY™



GAME
THE GAME BOY **COLOR** MAG

GAME BOY COLOR

PITFALL



BEYOND THE JUNGLE™

LICENSED BY
Nintendo

Enterplay

Original
Nintendo
Seal of
Quality

GAME BOY COLOR

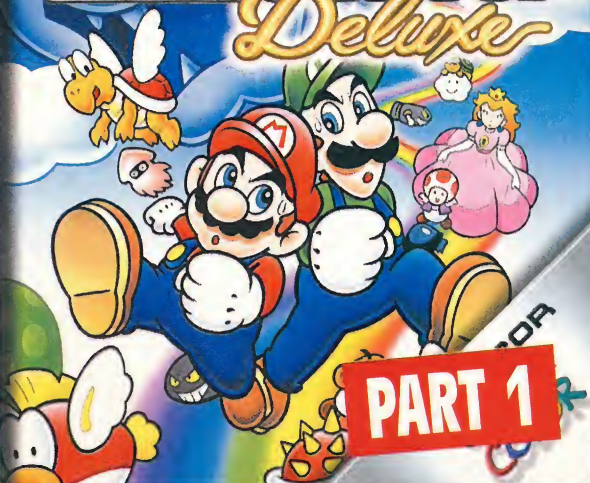


Prince of Persia 3D

Nintendo

GAME BOY COLOR

SUPER MARIO BROS. *Deluxe*



PART 1

Nintendo

GAME BOY COLOR

SUPER MARIO BROS. *Deluxe*



PART 2

Nintendo

GAME BOY COLOR

Warner Bros. Quest FOR Camelot™



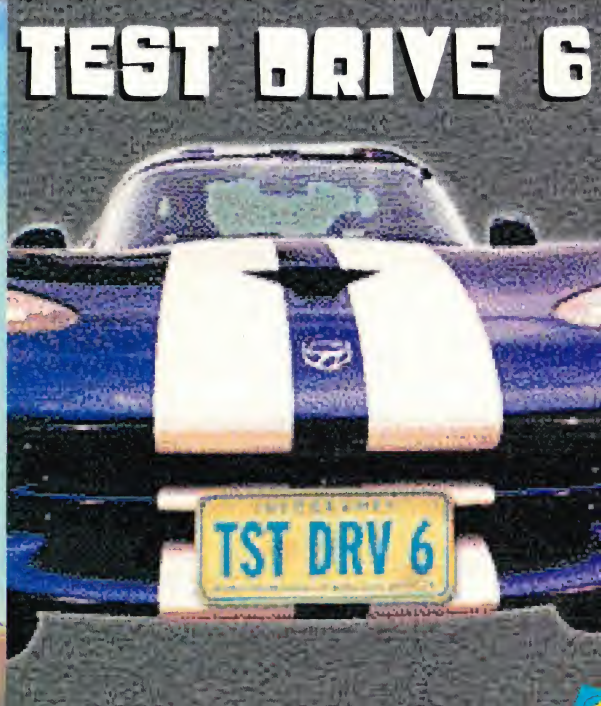
Original
Nintendo
Seal of
Quality

TITUS

Nintendo

ENGLISH SCREENTEXT
DEUTSCHER BILDSCHIRMTXT
TEXTE ÉCRAN EN FRANÇAIS
MET NEDERLANDSE SCHERMTKSTEN
TEXTOS DE PANTALLA EN CASTELLANO
SCHERMATE IN ITALIANO

GAME BOY COLOR



TEST DRIVE 6

PRINCE OF PERSIA

GAME BOY COLOR VERSION

Level Password

2	06769075
3	28611065
4	92117015
5	87019105
6	46308135
7	65903195
8	70914195
9	68813685
10	01414654
11	32710744
12	26614774
Final battle	98119464
End	89012414



GAME

PITFALL: BEYOND THE JUNGLE

Level Password

Underground	FLTYWTRS
Volcano	GNGDWN
Prison	SLTHRRNG
The Prison 2	BNGDNDS
The Wilderness	SWNGRBTS
The Scourge	SWPNGBLW



GAME

SUPER MARIO BROTHERS DX

PART 2

Select Mario's Form

Press Select at the You vs. Boo Mode Level Selection Screen to cycle Mario through his super, fire, and normal forms.

Lost Levels Bonus Levels

Score at least 300,000 points during a game. Then, select Luigi as a character at the title screen.

Level Select

Successfully complete the first quest.

View Fireworks

Successfully complete a level with a time that ends in a one, three or six.

Reveal Yoshi Egg Locations in Challenge Mode

Locate one Yoshi egg, then go to the toybox and select Yoshi's head.

Get 127 Lives

Go to Level 3-1 and locate the two Koopa Troopas at the end stairway. Jump on the second Troopa to trap it against the stairway. Repeatedly jump on it until 127 lives are collected.

Japanese Version of Super Mario Brothers 2

Accumulate 300,000 points in the Classic Game without losing all lives, and without saving and restarting the game. A new Super Mario Bros For Super Players game is unlocked.

GAME

SUPER MARIO BROTHERS DX

PART 1

Extra Lives

On The Lost Levels, hold A and press Start at the Game Over screen. The game starts with ten lives.

On a new game, select the Toy Box option at the main menu, then select Fortune Teller. Keep looking at the cards until five lives are earned. Return to the main menu and choose to play the original levels. Start a new game to begin with ten lives instead of five.

Begin game play in Level 1-1. Locate the hidden extra life mushroom above the bush after the first pipe you can enter. Save the game at this point. Load that file to find that you have one more life. Repeat until the desired amount of lives have been collected.

Unlimited Lives

Immediately hold A when a life is lost, and keep the button held until the map appears.

Unlimited continues:

Hold A at the Game Over screen.

Play as Luigi

Press Select at the map screen.

You vs Boo Bonus Levels

Score at least 100,000 points during a game. Select Boo as a character at the title screen.

Restart a Boo in You vs Boo levels

To restart a Boo for a level in You Vs. Boo, go to the main screen, highlight the level, and press Start.

GAME

TEST DRIVE 6

Bonus Cars

Win all of the tournaments in order to unlock the Mega Cup Tournament. Win the Mega Cup to unlock the BMW V12 LMR and Panoz Roadster at the Purchase Car Screen.

These cars are the fastest in the game and have unlimited power bursts.



GAME

QUEST FOR CAMELOT

Print Intermission Scenes

Press Select during an intermission scene to print it on a Game Boy Printer.

Full Hearts

Gather at least 30 jewels. When down to your last heart, save the game, then restart and load that saved game. Your hearts are restored to full.

More Money and Energy

Use the shovel to dig at every location to increase your money and energy.

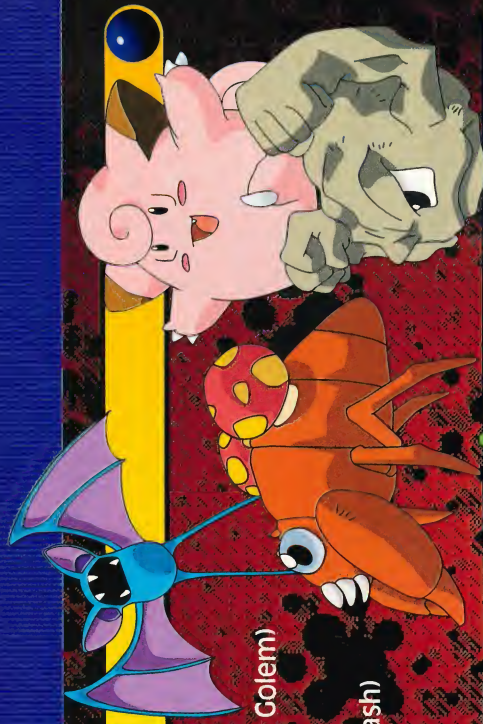
Defeating Bosses

Manoeuvre a boss against a wall, then keep hitting it with your sword.



GAME

MT. MOON



Zubat (Golbat)
Clefairy (Clefable)
Geodude (Graveler, Golem)
Spearow (Fearow)
Ekans (Arbok)
Sandshrew (Sandslash)
Paras (Parasect)
Krabby (Kingler)

SAFFRON CITY



Ekans (Arbok)
Pidgey (Pidgeotto, Pidgeot)
Sandshrew (Sandslash)
Oddish (Gloom, Vileplume)
Meowth (Persian)
Growlithe (Arcanine)
Bellsprout (Weepinbell, Victreebell)
Mankey (Primeape)
Vulpix (Ninetales)
Hitmonlee • Hitmonchan • Lapras

CINNIBAR ISLAND



Vulpix (Ninetales)
Growlithe (Arcanine)
Ponyta (Rapidash)
Grimer (Muck)
Koffing (Weezing)
Tangela • Magmar
Omanyte (Omster)
Kabuto (Kabutops)
Aerodactyl



increase the units to '9' before hitting the tens. There are other areas on the table which offer bonus multipliers too.

Map Move

Look for the Pokémon button on either side of the table. Hit it three times in quick succession, the indicators next to it showing how many times you've struck the target within the time limit. The best way to hit the button is to let the ball roll to the end

of the flippers and fire it at the last minute. After lighting the lights you have 30 seconds to follow the arrows and put the ball in the hole. Map moves one and two lead to beginning stages. Moves three and four take you to secondary stages. Move five leads to Indigo Plateau, home of Mewtwo and Mew. Once you get to this map and move again, the maps start once more. If you're quick, with the slot open you can bounce the ball off the side button for the third time and have it land in the slot hole for an automatic map move. When starting a game, you can time which one of the maps you wish to start by hitting 'A' when it shows.



Ball Savers

The ball saver which lights in the gap between the flippers gives you another shot if you lose your ball. You get it either by using the slot mentioned elsewhere or by entering Get and Evolve Modes. The slot gives saves that last 30, 60 or 90 seconds, and the modes offer saves for the first minute of the mode.



Pikachu Savers

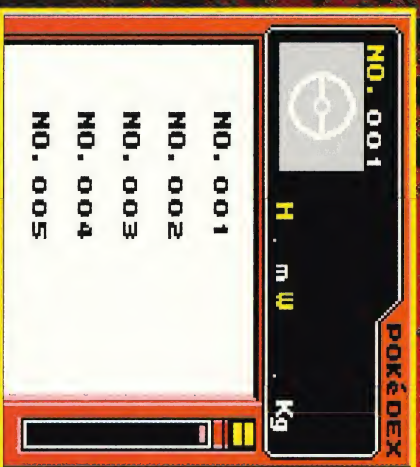
Pikachu sometimes saves your ball when it goes down the channels on the extreme right and left of the table. To move him to the right channel, press A. To move him to the left channel, press LEFT. To get Pikachu, send the ball through the spinner in the top-right channel of both tables to charge the lightning bolt. The slot trick explained later can give you a Pikachu on both sides of the table without charging the bolt.

Slot

This is exceptionally important. It's a lot easier to get if you have the ball saver and Pikachu savers on too. At the top of the channels either side of the flippers are four lights. Take the ball down one of these channels and it lights up, the four lights spelling HOLE or CAVE depending on which version of the game you've got. Using a flipper moves the lit lights along, just like the bonus lights. When you've done it, a hole opens in the centre of the table. Get the ball into it for a random reward. When it's ejected, hold the right flipper to help spell out the word again – you can sometimes get two letters this way.

Extra Balls

There are a couple of ways to win extra balls. An extra ball is available as a reward for going down the slot, and if you build up a huge points bank, this is eventually converted into extra balls. You can only collect up to nine extra balls. After that, you get a 100 million points bonus instead.



VERMILLION CITY SEASIDE

Pidgey (Pidgeotto, Pidgeot)
Spearow (Fearow)
Ekans (Arbok)
Drowzee (Hypno)
Krabby (Kingler)
Oddish (Gloom, Vileplume)
Farfetch'd
Shellder (Cloyster)

LAVENDER TOWN

Pidgey (Pidgeotto, Pidgeot)
Ekans (Arbok)
Mankey (Primeape)
Magnetite (Magnetron)
Gastly (Haunter, Gengar)
Cubone (Marowak)
Growlithe (Arcanine)
Electabuzz
Magikarp (Gyarados)
Zapdos

VERMILLION CITY STREETS

Spearow (Fearow)
Pidgey (Pidgeotto, Pidgeot)
Sandshrew (Sandslash)
Meowth (Persian)
Bellsprout (Weepinbell, Victreebell)
Farfetch'd
Shellder (Cloyster)
Drowzee (Hypno)
Krabby (Kingler)



CELADON CITY



Pidgey (Pidgeotto, Pidgeot)
Meowth (Persian)
Bellsprout (Weepinbell, Victreebell)
Caterpie (Metapod, Butterfree)
Clefairy (Clefable)
Vulpix (Ninetales)
Oddish (Gloom, Vileplume)
Mankey (Primeape)
Growlithe (Arcanine)
Abra (Kadabra, Alakazam)
Scyther • Porygon
Eevee (Vaporeon, Jolteon, Flareon)
Pinsir • Dratini (Dragonair, Dragonite)

PALLET TOWN



Pidgey (Pidgeotto, Pidgeot)
Rattata (Raticate)
Male Nidoran (Nidorino, Nidoking)
Godeen (Seaking)
Bulbasaur (Ivysaur, Venusaur)
Charmander (Charmeleon, Charizard)
Poliwhirl (Polywhirl, Polylwrath)
Tentacool (Tentacruel)

PEWTER CITY

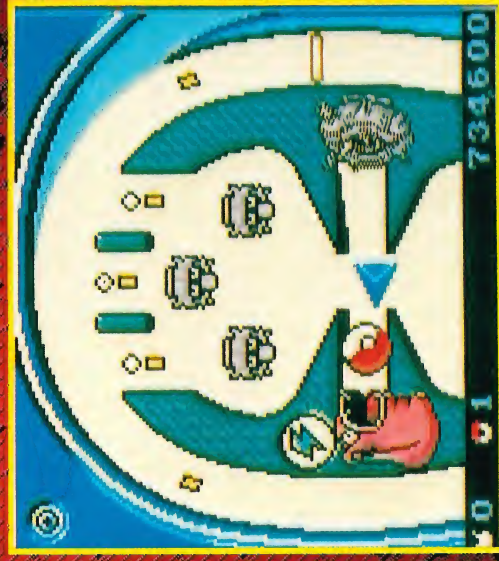


Pidgey (Pidgeotto, Pidgeot)
Spearow (Fearow)
Ekans (Arbok)
Jigglypuff (Wigglytuff)
Magikarp (Gyarados)
Vulpix (Ninetales)

Get Mode (Pokémon capture)

In Get Mode, you can capture Pokémon. You can start it by spinning your way down the curved path on the right-hand side more than three times to open the entrance, and then entering the hole on the right side of the upper part of the table (ie. in the monster's mouths). Alternatively, it can be achieved as one of the prizes for going in the slot. You now have two minutes (the first with a saver on) to catch a Pokémon. Now hit the top bumpers six times to reveal a Pokémon (it replaces the map pic), and then hit the revealed Pokémon four times to catch it.

Some Pokémon are unique to one table, others are present in both. If you're chasing a Pokémon that's present in both tables and are having trouble catching it, try the other.



Pokémon Locations

Here's where you can find the various pokémon. Their evolutions are shown in brackets.

VIRIDIAN TOWN

Spearow (Fearow)
Female Nidoran (Nidorina, Nidoqueen)
Male Nidoran (Nidorino, Nidoking)
Bulbasaur (Ivysaur, Venusaur)
Squirtle (Wartortle, Blastoise)
Poliwhirl (Polylex, Polylex)
Tentacool (Tentacruel)
Goldeen (Seaking)



VIRIDIAN FOREST

Pidgey (Pidgeotto, Pidgeot)
Rattata (Raticate)
Caterpie (Metapod, Butterfree)
Weedle (Kakuna, Beedrill)
Pikachu (Raichu)



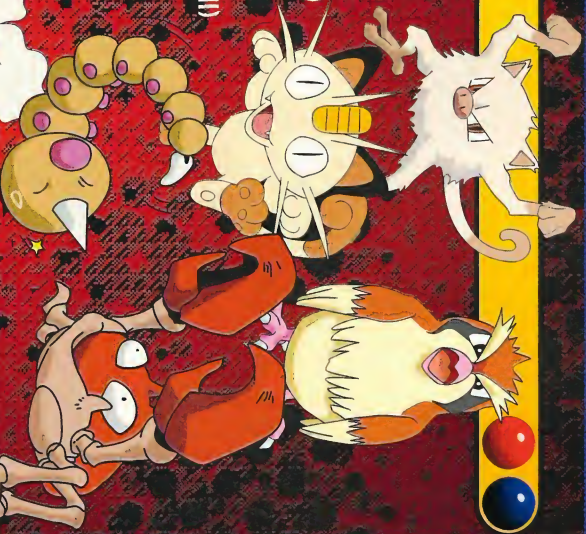
SAFARI ZONE

Nidoran F (Nidorina, Nidoqueen)
Nidoran M (Nidorino, Nidoking)
Rhyhorn (Rhydon)
Paras (Parasect)
Doduo (Dodrio)
Chansey
Scyther
Pinsir
Tauros
Dratini (Dragonair, Dragonite)



CERULEAN CITY

Abra (Kadabra, Alakazam)
Pidgey (Pidgeotto, Pidgeot)
Oddish (Gloom, Vileplume)
Mankey (Primeape)
Male Nidoran (Nidorino, Nidoking)
Meowth (Persian)
Psyduck (Golduck)
Bellsprout (Weepinbell, Victreebell)
Krabby (Kingler)
Goldeen (Seaking)
Jynx
Caterpie (Metapod, Butterfree)
Weedle (Kakuna, Beedrill)



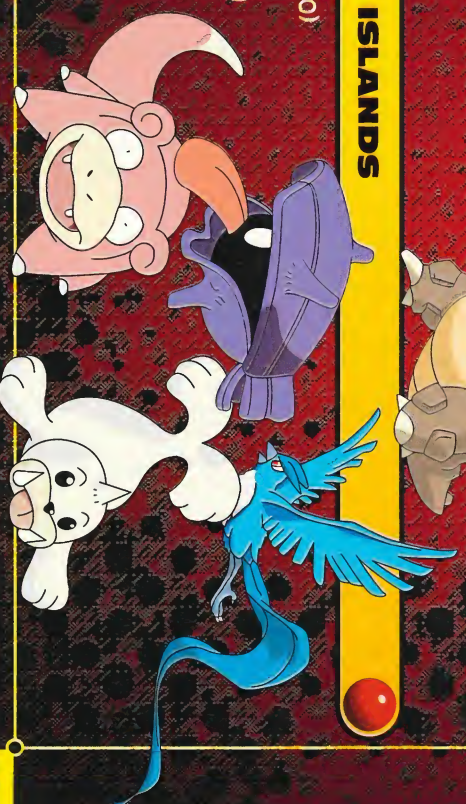
FUCHSIA CITY

Krabby (Kingler)
Goldeen (Seaking)
Magikarp (Gyarados)
Venonat (Venomoth)
Eggsecute (Eggsecutor)
Kangaskhan



SEAFOAM ISLANDS

Slowpoke (Slowbro)
Seel (Dewgong)
Shellder (Cloyster)
Goldeen (Seaking)
Staryu (Starmie)
Zubat (Golbat)
Horsea (Seadra)
Articuno

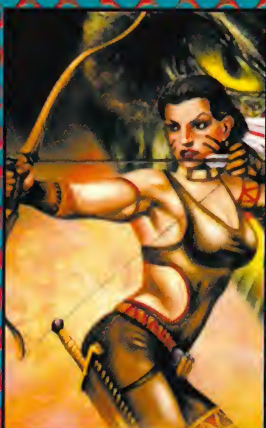
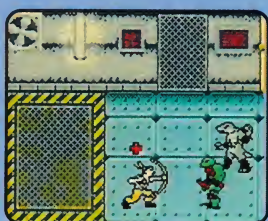


ME, TUROK - YOU, DEAD!

TUROK 3

After the last two *Turok* 'games', this one came as a pleasant surprise. Not that it's particularly good - it's nothing special, but it's considerably better than the others.

It's not lacking in variety in terms of perspectives. There are top-down, horizontal, vertical, isometric and even first-person stages on offer. However, the gameplay itself remains the same. It's 19 levels of mindless lizard-mauling, looking for keys to open the next stage and gathering helpful items. It all gets a little flat after a while.



GAME

DAMAGE

£24.99

WHO?

ACCLAIM

TYPE

ACTION GAME

ON SALE

OUT NOW

COMPATIBLE
GAME BOY COLOR



GAME

Scale

uppers

Best Turok yet
Lots of perspectives

downers

Bad music
Stale gameplay
Unoriginal

123456 **7** 8910

Better than previous *Turok* outings, but still nothing to write home about.



www.dreamcastmonthly.com

DCM

DREAMCAST MONTHLY

NOVEMBER 2000 ■ ISSUE 14

HALF-LIFE
WORLD EXCLUSIVE REVIEW

THE UK'S BIGGEST UNOFFICIAL DREAMCAST MAGAZINE

GAME PLAY



ANYONE REMEMBER ATARI?

YARS' REVENGE

I 982 – ancient history for videogames, but the true classics of yesteryear are always worth a look. One such rave from the grave is Atari's *Yars' Revenge*, an epic blaster featuring over 250 passcoded levels and

some heart-stopping action. The basic idea is simple – destroy the enemy space station by trashing its protective energy field and firing a torpedo at it. Actually doing it is anything but easy. Your warbird can shoot or eat the energy field. You need to eat a certain amount before you can arm the torpedo to trash the ship. Watch out for enemy fire, and for the neutral zone where your craft cannot shoot.

Yars' Revenge is great fun to play, but nailing jelly to the ceiling might prove easier. It's harder than a diamond lump-hammer. If you think you're good enough, give it a go, but don't say we didn't warn you...



GAME INFO

DAMAGE £19.99

WHO? TELEGAMES

TYPE SHOOT-'EM-UP

ON SALE OUT NOW

COMPATIBLE
GAME BOY / GAME
BOY COLOR

GAME Scale

uppers

Edge-of-seat
action
Intense
Lots of it

downers

It's hard...
...Very hard...
...Did we say it's
hard?

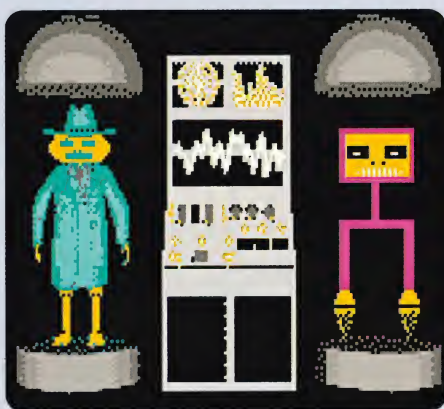
123456 **7** 8910

Top game, but for hardcore gamers only.

SHAMUS

ROBOT-ROASTING RETRO RIOT!

A nd we thought the Millennium bug was a problem! This four-level, 128-room romp into electronic hell sees you blasting all manner of oddities. Based on the Eighties classic *Berserk*, you battle the baddies in an electro-charged atmosphere, the power leakage making the walks deadly to the touch. Find keys, open doors and watch out for the mystery prizes. *Shamus* is fast, frantic and furious, but not without its flaws. While the controls are pretty good, with Shamus firing in the direction he's running, not being able to shoot while standing still's a bit smeg. Why not just blast in the last direction you moved? Also, it can get a little monotonous, a hazard faced by all retro offerings. Still, it's a thrilling ride if you don't get bored too easily...



GAME INFO

DAMAGE £19.99

WHO? TELEGAMES

TYPE SHOOT-'EM-UP

ON SALE OUT NOW

COMPATIBLE
GAME BOY / GAME
BOY COLOR

GAME Scale

uppers

Furious fun
Fast

downers

Dated
Samey

12345 **6** 78910

Great fun for a while, but lack of variety eventually takes its toll.

TOWERS

LORD BANIFF'S DECEIT

IS THIS THE MOST AMBITIOUS GAME BOY COLOR TITLE YET?

As the opening cut scene's ship grounds, forcing you to take refuge on a strange island, you know you're in for something special. When sent to a tower on an errand and the roof collapses behind you, forcing to travel onwards and upwards to find an alternative exit, your heart's in your mouth. When the cut scene finally finishes and you're thrown into the game proper, your heart stops completely. The box didn't lie – this IS a real-time 3D RPG for the Game Boy! You wander around the tower's corridors and chambers with the D-Pad. Up and Down take you forwards and backwards, with Left and Right turning you in 90-degree increments. The steps you take are huge, of course, but this is still a stunning technical achievement on the Game Boy. You almost feel like you're there! The game's interface is pretty intuitive after a minute or two, but a little daunting at first. Pressing Select toggles between movement, where you walk and fight, and manipulation, where you pick up objects and mix spells. Look out for food to keep your health up, armour and clothing you can allocate to the relevant parts of your body and weapons you can hold or store. Even missile weapons

catered for. To examine an object or scoff some grub, drag it onto the face in the top-right corner.

KI-SAR-LAL...

The spells are generated using words of power. These are displayed under the game window. When you find a spell, you can mix it by picking the necessary words and, providing you have enough mana (magical energy), cast it. If all this sounds a little complex, that's because it is, but rest assured you'll pick it up surprisingly quickly.

Towers: Lord Baniff's Deceit is huge. The developers claim it takes around 40 hours to play it through, and that's assuming you know exactly what to do. You can even link up two machines and play in co-operative mode, with you and a mate taking on Lord Baniff's minions together. They've thought of everything, including an on-screen map to prevent you getting lost and frustrated!

Any faults? Well, maybe there's a little too much traipsing around at times, and the bare stone walls all look a little samey (not that there's much anyone could do about that), but overall, *Towers* is a (ahem) towering achievement.

FIVE COPIES OF TOWERS: LORD BANIFF'S DECEIT MUST BE WON!

Now you've read our rave review of *Towers: Lord Baniff's Deceit*, you must be itching to get your hands on one. Lucky you – we've got five of them to give away! If you want to stand a chance of winning, just answer this simple question:

Which Italian city is famous for its leaning tower?

Answers on a postcard to:
Tower of Strength Competition,
GAME Magazine, 22 Strand Street,
Poole, Dorset BH15 1SB

COMPETITION



Entries which arrive after 16th November will be locked away in a far-off tower.

GAME INFO

DAMAGE £24.99

TYPE RPG

WHO? TELEGAMES

ON SALE DEC 2000

COMPATIBLE
GAME BOY COLOR



MEN OF MYSTERY

At the start, you can choose one of four characters. Inevitably, they all have their strengths and weaknesses, though none are blessed with good looks.



GAME Scale

uppers

Original (for GBC)
Deep
Long-lasting

downers

Combat's a little basic

DA BOMB

Exciting, original and polished - Game Boy gaming at its best!

RHINO RUMBLE



TIME FOR ANOTHER RUMBLE IN THE JUNGLE...

Rocky's not just any old rhino. He's an all-action, no-nonsense tough guy rhino who can leap platforms in a single bound and

incinerate enemies with his fireball breath. How he came to breathe fire isn't explained, but who cares? Do we ask where Donkey Kong gets his barrels?

Rhino Rumble is an all-out platformer in the Mario mould. Featuring 19 levels spread over seven worlds, your aim is to find the magical waterfall that will put an end to his bad breath (and we thought it was kinda useful). Expect the unexpected as Rocky jumps, blasts and belly-bounces his way through the cartoony environments and secret locations.

This game works well. It looks really kewl, plays really well and won't be completed in a hurry. Its only real fault is that it gets too hard too quickly. Still, if you've completed all the *Mario* games and are hungry for more, check it out...



GAME INFO
 DAMAGE £25.99 WHO? TELEGAMES LTD
 TYPE PLATFORM GAME ON SALE DEC 2000

COMPATIBLE
 GAME BOY COLOR

GAME Scale

uppers
 Great visuals
 Rocky's kewl
 Exciting

downers
 Too tricky
 Unoriginal

1234567 **8** 910

Rhino Rumble wins no prizes for originality, but scores heavily for fun.

DAIKATANA

THE WAY OF THE WARRIOR, THE HEART OF THE GAME...

Daikatana, the mystical sword. To stop it getting into the wrong hands, its creator sealed it into Mt. Fujiyama. If it was that powerful you'd think he'd just use it instead, but no – he chucked it away, and the bad guys found it.

What we have here is a *Zelda*-style RPG, which sees you struggling to find the cure for a mysterious virus, recapture the Daikatana and free the world from the evil Kage, descendant of Mishima, the geezer who commissioned the sword in the first place. It's more serious than *Zelda*, making no attempt to replicate its cartoon humour, and also more sci-fi influenced. A sort of *Oriental Final Fantasy VII* on the Game Boy, if you will. It's also rather good. The storyline unfolds really well, the cut scenes are genuinely useful and not an irritating interruption, and it's got that 'just one more go' quality that makes you cry out for more. If you liked *Zelda*, you'll love this.



GAME INFO
 DAMAGE £24.99 WHO? KEMCO
 TYPE RPG ON SALE OUT NOW

COMPATIBLE
 GAME BOY COLOR

GAME Scale

uppers
 Great visuals
 Top storyline
 Intriguing cut scenes

downers
 Some puzzles
 Unoriginal

1234567 **9** 10



A superb sci-fi action RPG. A great example of the genre.

ROX

GAME

DAMAGE £24.99

TYPE PUZZLE GAME

WHO? VIRGIN INTERACTIVE

ON SALE OUT NOW

COMPATIBLE
GAME BOY COLOR



THIS GAME ROX - NOT!



ne look at the screenshots tells you pretty-much everything you need to know. It's a puzzle game, it owes more

than a passing nod to Tetris and it looks terrible.

The aim of the game (as if you couldn't guess) is to match the die in a certain order to make them disappear.

It isn't always obvious how to get a winning line, so you have to pay attention. You can rotate the dice as they fall, but not change which face is foremost.

I know this sort of game isn't about the graphics, but there's no excuse for it to look this bad. The overall gameplay adds nothing to what we've already got in other puzzle games either. All in all, it's not recommended.



GAME Scale

uppers
Simple

downers
Looks awful
Nothing new

1234 **5** 678910

Works for a few plays, but we deserve better.

POCKET GT RACING

BURNIN' RUBBER OR SCRAPYARD FODDER? LET'S RACE...

A lot of thought has gone into the presentation here. Before you race you choose your car in the garage, picking manual or automatic gears and also your paint job. You then get to pick

one of the four six-race locations, which are Country, City, Circuit and Highway. Only Circuit is open at the start. Then you get to race...

...Which is where the game loses it somewhat. The racing is a dull, lifeless affair, with badly-animated cars which never seem part of the bland, featureless scenery. Also, winning a race only opens one course, meaning the game's totally linear - what's the point of putting together a cool selection screen when you've nothing to select? And the sound effects? Pure dentist's drill...



GAME

DAMAGE £24.99

TYPE DRIVING GAME

WHO? INTERPLAY

ON SALE NOVEMBER

COMPATIBLE
GAME BOY COLOR

GAME Scale

uppers
Good presentation
Can change paint
Earn new cars

downers
Dull racing
Awful sonics
Bad animation

1234 **5** 678910

Functional and frill-free. Very workmanlike, and not particularly good.



GAME INFO

DAMAGE £25.99
WHO? ACTIVISION
TYPE BEAT-'EM-UP
ON SALE OUT NOW

COMPATIBLE
GAME BOY COLOR

MONEY-MAKING MOVIE MADNESS...

X-MEN: MUTANT ACADEMY



Despite the top graphics, ace animation and mega X-Men atmosphere, this one isn't much cop as a game. Why? Because, despite its glitz and glam, it doesn't play very well. The most important aspect in any fighting game is its artificial intelligence, and X-Men's is very artificial. With one of the better characters, you can just walk up to your foe and plaster the 'A' button, winning every fight with ease. Choosing Wolverine and Sabretooth, you could complete it twice in your lunch hour, earning both the hidden characters. It's a bit more challenging with one of the weaker warriors, but *Mutant Academy* is still an exercise in style over substance.



GAME Scale

uppers

Graphics
Animation
X-men

downers

Weak foes
Easy gameplay

4

Could've been a goodie, but AI too weak.

RIP-TIDE RACER

WILD WHITE WATER WACING...

This could've been a competent, if poorly presented, top-down racer in the *Episode 1* mould, but they blew it. The weak graphics and dodgy between-race screens I can put up with. I can even forgive them for spelling 'Ireland' wrong, but there's no excuse for the gameplay. You sit so far forward on the screen it's impossible to anticipate the corners. Coupled with the narrow, twisty courses, this means you spend the entire race making little dashes into the trackside barriers. To compensate, the other racers are so ridiculously slow you can complete it in your tea break. Satisfying, or what?



GAME

uppers

Erm - works on old Game Boy?

Scale

downers

Naff graphics
Naff presentation
Naff racing

2

A boring blast in which it's almost impossible to lose.

TURN LEFT, THEN LEFT AGAIN...

NASCAR 2000

Dit's the same old story. Lots of options, real-life teams and racers, and a smeg-boring driving experience. The cars are bright and well drawn, though the scenery they race through is dull. The feeling of speed is there, and elements such as damage and pit stops add depth. The game's problem lies with the sport itself. For those who don't know, NASCAR circuits are basically ovals, with no twists, turns or chicanes. Driving round in circles is as dull as it sounds, in real life as well as on the Game Boy. And to think the sport's popular in America!



GAME

uppers

Good car graphics
Speeeeeeeeeed...

Scale

downers

Boring tracks
Dull racing

4

Will a NASCAR videogame ever work?

HIGH FIVE!

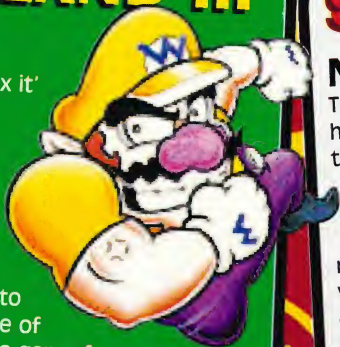
AFTER A COOL PLATFORMER BUT DON'T KNOW WHAT TO BUY? HERE'S FIVE OF THE BEST! EVERY MONTH WE CHECK OUT FIVE FAB GAMES IN A SINGLE GENRE, THE TRUE CLASSIX EVERY FAN WOULD WANT TO OWN. SO IF YOU'VE GOT SOME SPARE DOSH AND A LOCAL SECOND-HAND GAMES SHOP, YOU KNOW WHAT TO DO...

PLATFORM GAMES

WARIO LAND III

Nintendo

'If it ain't broke, don't fix it' is the order of the day here, as Nintendo adds more to its winning Wario series without taking away what made it so good in the first place. It's his biggest adventure yet, with lots to see and do, and lots more of everything you by a Mario game for. The cartoony graphics are every bit as good as its predecessor, but this time around the animations have been beefed up to the max, making Wario's world even more believable. Great stuff!



BILL & TED'S EXCELLENT ADVENTURE

Nintendo

Any crumbles out there remember Manic Miner on the Spectrum? If you do, you'll be right at home with Bill & Ted's Excellent Adventure. Each level takes place on a single screen - there's no scrolling at all. Collect every flashing object to open the exit to the next stage. It's all about timing. Nothing is hidden and the enemies are utterly predictable, so any mistakes and failures are solely down to you, making success all-the-more satisfying. Puzzling platform perfection!

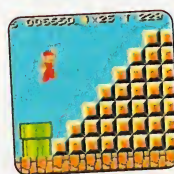


SUPER MARIO BROS DX

Nintendo

The effort that's gone into the level design here is phenomenal. Everything that's there is there for a purpose, and devices are placed with thought and care rather than just thrown in at random.

Mario is a videogaming icon, but this is more than just a celebration of the main character. It's a game you genuinely want to play over and again to get a better score and find the secrets. The differing versions of Mario (small, large, fireballing, etc) mean you have to tackle stages in different ways depending on how powered up you are too.

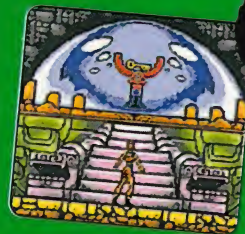


TOMB RAIDER

THQ

Lara's larger than life, even on the small screen. This 2D offering is every bit as playable as the 3D legend, with its near-perfect visuals and immense size. The exploration sits very well with the action, and the game as a whole takes blimmin' ages to complete; make sure you're stocked up on batteries and coffee!

The puzzle solving in Tomb Raider opens up new and unexplored areas as you go, giving a real sense of progress. In fact, it's one of the most satisfying platformers on the Game Boy!



TOY STORY 2

Activision

This game really lets you enter the world of Toy Story 2. Relive the fun and excitement of the Disney/Pixar film as Buzz Lightyear, meeting key characters and exploring areas from the movie across 15 huge levels. Gamers take on five big bosses, including Zurg, the evil prospector and his henchmen.

Look for special powers to complete their missions by unlocking toy accessories, which include rocket jet boots, grappling hook, arm laser and moon spring boots. You can also enlist the assistance of your favourite toy, letting Hamm, Slinky and Rex help them along in saving Woody. It's atmosphere central!



BITS & PIECES

OUR MONTHLY GRAB-BAG OF GOODIES!

COMPETITION ADDRESS
GAME Magazine,
22 Strand Street, Poole,
Dorset BH15 1SB

Entries which arrive
after 16th November
will be torn into bits and
pieces.

COMPETITION!



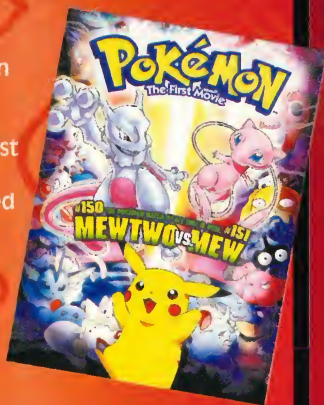
POKÉMON: THE FIRST MOVIE

Prepare for the greatest Pokébattle ever! *Pokémon: The First Movie* thrilled in the cinemas, and it's coming out on video and DVD on 23rd October, priced £15.99 and £19.99 respectively.

Mewtwo is a Pokémon with attitude. Bio-engineered from the DNA of Mew, the rarest of all Pokémon, Mewtwo is determined to prove himself superior to the other pocket monsters. He lures Ash, Pikachu and the other Pokémon into a battle like no other; Mewtwo Vs Mew, super-clone Vs Pokémon. The future of the world is at stake! Warner Brothers Family Entertainment has teamed up with GAME Magazine to offer five copies of *Pokémon: The First Movie* on video to give away. To stand a chance of winning, just answer this simple question:

What's the name of the 151st Pokémon?

Answers on a postcard to The Big Fight Competition at the competition address above.



AUTOTECH

Autotech is the hottest new miniature vehicle range on the road. The vehicles can be combined to form fighting robots! Standard packs pair off two vehicles into a single bot, but super-packs combine five into a giant mech. Look out too for the Mega Van Service Centre Playset, with transporter truck, car wash, drive-on platform and more.

TRANSFORMING

BLOK BOTS



BLOK BOTS

Blok Bots, from Mega Blok, is a series of transforming you build yourself from the parts provided. One minute action mech, complete with driver, the next it's morphed into a car, spacecraft, submarine or sled. There are four Blok Bots in the series, though no doubt more will follow. The Blok Bots cost £12.99 each, and are available from all good toystores.

COMPETITION!

PIECES

COMPETITION!

FREELOADER

Got access to the Internet and want to play some games for free? Now's your chance! Freeloader.com is the world's first free downloadable games website and one of the biggest success stories in online entertainment.



Designed to eradicate the two main downsides of shopping – going to the shops, and paying for stuff – freeloader.com allows users to download games entirely free of charge, and features titles such as the awesome *Grand Theft Auto*, *Hidden & Dangerous*, *Halcyon Sun*, *Rat Attack*, *Magic & Mayhem* and the thrilling *Viva Football*. You're even able to pit your wits against the professionals with two unique online football management games, *Pure Football Fantasy Manager* and *Pure Football Online Manager*.

On top of all that, freeloader.com will feature more than 60 free titles by the end of the year!

GAME Magazine has teamed up with freeloader.com to give you the chance to win a trendy freeloader scooter, plus an exclusive merchandise pack, comprising a T-shirt, Cross-shoulder Bag and Bucket hat. There's also two merchandise packs for the runners-up.

For your chance to win, just answer the following question.

What is freeloader.com?

- A) The world's free downloadable games website
- B) Online banking service for adopted children
- C) Fast food website specialising in cheeseburgers.

Answers on a postcard to Fabulous Freebies Competition at the competition address.



BLOCKMEN

Stand Back! Assemble the Troops! Blockmen are ready for action! Blockmen is a series of themed adventure systems including action figures, vehicles and installations. According to manufacturers Toy Options, they're 'compatible with other building systems' too, so you can mix, match and expand as you go. Themed playsets cost £19.99, with major vehicles like the attack chopper and jet fighter costing £16.99.



MAKIN' MILLIONS

Tiger Electronics has released a handheld quiz machine based on the hit TV show *Who Wants to be a Millionaire?* Boasting 1,500 questions, voice samples from host Chris Tarrant and up to six-player action, the game follows the show very closely. Players must go through 15 stages in order to win the million, with features including 50:50, Ask the Audience and Phone a Friend. *Who Wants to be a Millionaire?* costs £34.99.



INFO

POKÉDEX: THESE MOUSE-LIKE CREATURES ARE DAMNED-NEAR EVERYWHERE.

Trainers often have a hard time keeping several Pikachu in one place, because a high concentration of Pikachu will trigger electrical disturbances in the atmosphere. Pikachu evolve into Raichu with the use of the Thunder Stone, but it's the Pikachu that's the most famous Pokémon of all.

Type: Electric
Height: 4 m
Weight: 6 kg
Evolution: Pikachu > Raichu (Thunder Stone)

CARDS

TRADING CARDS

Base Set: Common
Base Set 2: Common
Jungle: Common
Fossil: Not Found
Team Rocket: Not Found



Type: Electric
Height: 1.2 m
Weight: 80 kg
Evolution: Pikachu > Raichu (Thunder Stone)

TRADING CARDS

Base Set: Ultra-Rare Hologram
Base Set 2: Ultra-Rare Hologram
Jungle: Not Found
Fossil: Rare
Team Rocket: Not Found



POKÉDEX: RAICHU IS MORE POWERFUL THAN PIKACHU, BUT AS FANS OF THE MOVIE WILL KNOW, A PIKACHU CAN BEAT ITS EVOLVED BRETHREN.

Raichu has such great electrical potential, it must use its tail as an earth to avoid giving itself an almighty shock. Its Thunder and Agility attacks can be devastating, but if asked to morph from its Pikachu form too early, it can leave itself weakened in the agility stakes, introducing vulnerabilities.

CARDS

INFO



POKÉDEX: THE ONLY WAY TO GET A SANDSHREW OR AN EKANS (DEPENDING ON WHICH VERSION OF THE GAME YOU HAVE) IS BY TRADING.

There are no Ekans in Pokémon Blue and no Sandshrew in Pokémon Red. The Sandshrew burrows deep underground in dry, arid areas far away from water. The only time it emerges is to hunt for food.

INFO



Type: Ground
Height: 1.4 m
Weight: 100 kg
Evolution:
Sandshrew >
Sandslash
(Level 22)



TRADING CARDS

Base Set: Common
Base Set 2: Common
Jungle: Not Found
Fossil: Not Found
Team Rocket: Not Found

CARDS

#027 **SANDSHREW**



TRADING CARDS

Base Set: Not Found
Base Set 2: Not Found
Jungle: Not Found
Fossil: Uncommon
Team Rocket: Not Found

CARDS

POKÉDEX: THESE SHOULD REMIND YOU OF THE ORDINARY, EVERYDAY HEDGEHOG.

When threatened, Sandslash curls up into a little ball. It then rolls along the ground to attack or escape. The Sandslash is a mouse-like Pokémon.

Type: Ground
Height: 1.8 m
Weight: 140 kg
Evolution:
Sandshrew >
Sandslash (Level 22)



#028 **SANDSLASH**

Xploder Xplosion

XPLODER

BLAZE

XPLODER
CODELINE
THE LATEST XPLODER CHEAT CODES
0900 7779757

Blaze has built cheat cartridges for most top computers and consoles, giving gamers the chance to finally finish that awkward game they'd all-but given up on. Using the codes offered on this page or on Blaze's phone line (0900 7779757), you can bust your fave games wide open, with infinite lives, ammo, time – the smeg's the limit!



If you've already got an Xploder, check out these cunning cheats – more next month. If you haven't got one, take a butcher's at the compo at the foot of the page.

BLASTER MASTER ENEMY BELOW

Infinite health
Blaster
OD616A81
Infinite health
Master
OD61CD81

SUPER MARIO BROS. DELUXE

Invincibility
OD22A281
Infinite lives
OD26A081
SuperJump
OD211CEF
Infinite time
OD1DC381



Small Fire Mario (Note)

01xxCEC1
Note: Change the 3rd and 4th digit to any value to get a neat colour mode for Mario.

SPIDER-MAN

Infinite health
OD6185D8
Infinite lives
OD2A54D8
Lots of points
OD2AB2EF
Max attack
OD275AEF
Max defence
OD2736EF

SPACE MARAUDER

Infinite Lives
OD2ADD6E
Have 'L'-weapon
(Note)
OD226BD3
Infinite 'L'-weapon
OD2ACED3

Have 'R'-weapon (Note)

OD236BD3
Infinite 'R'-weapon
OD2A75D3
Have 'M'-weapon
(Note)
OD246BD3
Infinite 'M'-weapon
OD2A16D3
Note: Use only one of the codes.

MTV SPORTS SKATEBOARDING

Infinite time
ODBAA1AE
ODBABDAE
Always 1400 points
(Note 1)
OD35EFAE

Have 14 balloons (Note)

OD3588AE

Have 15 balloons (Note 1)

OD3688AE

Have 4 ingots (Note 1)

OD2599AE

Have 5 ingots (Note 1)

OD2699AE
Note: Turn off XP, then collect another one to finish level.
Note 1: Level will be finished immediately.

DRAGON DANCE

Infinite time
OD843937
Dragon keeps size
OD26F637

MISSILE COMMAND

Infinite Missiles
Left Wing

OD847B6E
Infinite Missiles
Right Wing
OD84856E

LEMMINGS

Timer Stopped
OD5D08DD

Inf Climbers
OD84B037

Inf Floaters
OD84F937

Inf Bombers
OD845637

Inf Blockers
OD846837

Inf Builders
OD845337

Inf Bashers
OD84F137

Inf Miners
OD842437

Inf Diggers
OD84D937

KIRBY'S PINBALL LAND

Infinite balls
OD24056E



HEROES OF MIGHT & MAGIC

Max Wood
OD207AE9
Max Mercury

OD2048E9
Max Ore
OD200EE9
Max Sulfur
OD2083E9
Max Crystal
OD2018E9
Max Gems
OD207FE9
Max Gold
OD20A3E9

Heroes

Invincible

1st Character
OD200F55

2nd Character
OD205655

3rd Character
OD2008E9

4th Character
OD20B6E9

5th Character
OD206AE9

SuddenDeath
1st Character
OD210F55

2nd Character
OD215655

3rd Character
OD2108E9

4th Character
OC211C92

5th Character
OD216AE9

Enemies
SuddenDeath



1st Character

OD21E3E9

2nd Character

OD21FBE9

3rd Character

OD21F2E9

4th Character

OD21BCE9

5th Character

OD21D6E9

Invincible

1st Character
OD20E3E9

2nd Character
OD20FBE9

3rd Character
OD20F2E9

4th Character
OD20BCE9

5th Character
OD20D6E9

TAIL GATOR

Inf Lives
OD264181

WCW MAYHEM

Inf Health
P1
ODF181A2

Inf Health
P2
ODF12B2A

Inf Time Out Of
Ring
OD2A8704



BLAZE XPLODER BONANZA!

It's time for another bumper goodie bag, courtesy of Blaze. Someone, maybe you, must win an Xploder cartridge (of course), a Flexilight, a Light Magnifier, an AC Adaptor and Rechargeable Power Pack, a Link Cable and a stand-alone Power Pack. So how do you win? Easy – just answer the question below. Remember, if you're not in it, you won't win it...

Q. WHAT'S THE BEST CHEATS CARTRIDGE AVAILABLE FOR THE GAME BOY?

If you're stuck, take a deep breath and read this page again...

Answers on a postcard to: Xploder Competition, GAME, 22 Strand Street, Poole, Dorset BH15 1SB
Entries arriving after 30th October will be ignored.

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#4

WIN! A GAME BOY COLOR • A COPY OF TOCA POKÉMON THE FIRST MOVIE • A SILVER SCOOTER

GAME

THE GAME BOY COLOR MAG

Let's GO TO WORK!
BUFFY THE VAMPIRE SLAYER
WORLD EXCLUSIVE!

Pokémon
COMPLETE SOLUTION PINBALL

21ST CENTURY Game Boy!
Nintendo's KILLER NEW Game Boy advance!

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PLUS EXCLUSIVE NEWS ON GIFT, CRYO'S BLISTERING PLATFORM ADVENTURE!

REVIEWED YARS' REVENGE ■ RHINO RUMBLE ■ DISNEY'S DINOSAUR ■ ALFRED CHICKEN COOL BRICKS ■ TITUS THE FOX ■ DAIKATANA ■ HYPE THE TIME QUEST ■ AND MANY, MANY MORE!

BACK ISSUES

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Poké Facts Galore!
Also: Tony Hawk's Skateboarding, Rayman, Azure Dreams, Game & Watch, Ready 2 Rumble, New Zelda Games, Marble madness and more!



ISSUE ONE
Pokémon Yellow Reviewed!
Also: Warioland III, Rainbow Six, MTV Sports, Tomb Raider, Le Mans 24 Hours, Roland Garros Tennis, Pro Pool and more!



ISSUE TWO
Pokémon Gold and Silver – New Characters Revealed!
Also: Pokémon Championship, Pokémon Movie 2000, IK+2000, TOCA, Triple Play 2001, Asterix, Croc and more!



ISSUE THREE
Perfect Dark, Lemmings, Pokémon Pinball, Qix Adventure, Army men 2 and Puchi Carat reviewed. Complete solution to R-Type DX. Pokémon Championship feature.

The price of back Issues is £2.50 in the UK, £3.00 inside the European Union and £3.50 for the rest of the world.

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Address

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(GAME Magazine),
Quay Magazine Publishing Ltd,
22 Strand Street, Poole, Dorset BH15 1SB

CONTACT

CONTACT: Game, Quay Magazine Publishing, 22 Strand Street, Poole, Dorset. BH15 1SB

HEY, GUESS WHAT? WE'VE ONLY GONE AND BLAGGED EVEN MORE LUCIOUS GIFTS FOR YOU LUCKY LETTER-WRITERS! THIS MONTH AND EVERY MONTH, EVERY LETTER PRINTED EARNS ITS WRITER A BLAZE FLEXILIGHT, BUT THE STAR LETTER ALSO WINS AN XPLODER, AN AC ADAPTOR/RECHARGEABLE POWER PACK AND TWO OF THE LATEST GAMES FROM THQ! SO WHAT ARE YOU WAITING FOR? GET WRITING...



CONTACT INFO

To get yourself in Contact, send all letters, bribes and pictures to the following address:

**CONTACT, GAME,
Quay Magazine Publishing,
22 Strand Street, Poole,
Dorset. BH15 1SB**

And make sure you include your full postal address, unlike Nathan and Shauna, who should contact us again if they want their Flexilights!



GAME: Some Game Boy Color games are compatible

with the black and white machine, some aren't.

Those that are only make limited use of the colour palette (to be exact, they use different colours instead of the different shades of grey in the black and white model). Those games for GBC only make full use of its improved graphics, and won't work at all on a monochrome Game Boy. Sorry, mate – all the titles you list are Game Boy Color only. Best save your money for a new Game Boy.

If you're unsure about whether a game will work on your machine, take a look at the back of the box. In the top-right corner you see an icon telling you whether it works on both or only the GBC.



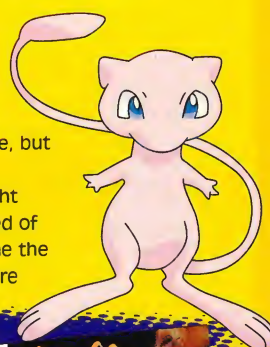
been planning to buy one for a while now but couldn't afford the £65 price tag. I then went to Tenerife and remembered the Game Boys I had seen the year before. I bought one for £50. Do you think it's a dodgy Game Boy or that English prices are too high?

Kieran Hughes, Bartley Green, Birmingham

GAME: Without seeing your machine, it's impossible to tell whether it's a pirate, but we've no reason to think it is. Currency exchange rates and local taxes all make a difference in the price, so you might just have been lucky. And remember, unlike consoles, Game Boys are universal – there's no problem buying a Game Boy in a different country and then playing UK games on it.

GOTTA CATCH 'EM ALL...

Dear **GAME**,
I have just bought Pokémon Yellow and it's my favourite game! A blatant cash-in, maybe, but I think it's the best! I already have the eight badges but I'm in need of some cheats. I've done the Missingno cheat, where



A BLACK AND WHITE ISSUE?

Dear **GAME**,
Pretty pleeeeeeeeeeeeeeeze can someone tell me if Game Boy Color games play on the classic, and if they do not, why? I want to play Pokémon Gold and Silver, Xtreme Sports and X-Men: Mutant Academy, so it's very important. Thank you.

Nathan Firth, Nowhere

EL GAME BOY?

Dear **GAME**,
Great mag! It's about time there was a Game Boy Color mag with loads of reviews packed in instead of a couple of long, five-page boring reviews. Anyway, I was writing about my new Game Boy Color. I had



GOTTA HAND IT TO 'EM!

Dear **GAME**,
I'm amazed how far the handheld wonder has come over the years. Two years ago you had to play games on a black and white handheld, but now you can play games in full colour! Just think – the Game Boy Color has already enjoyed classic games from the NES like Super Mario Bros DX. The Game Boy Advance looks like it will be converting Super NES games like Mario Kart. So think what the future will bring for handhelds? N64 games, Dolphin/Game Cube games; just imagine all that power in the palm of your hand!
In today's reality, my top five Game Boy games are:

**Pokemon Blue
Warioland III
Super Mario Bros DX
Game and Watch Gallery 3
Tetris DX
Sarah Evans, Trowbridge, Wilts**



GAME: In the main we agree with you, Sarah, but there are a few things we would like to pick you up on. Firstly, two years ago there were already two full-colour handhelds – the Sega Game Gear and the Atari Lynx. However, both used battery-draining backlit screens and so were too power-hungry to catch on. Spot on about SNES games coming to the Advance

– Mario Kart is already on the way. Even in the future, putting CD-based games on a handheld might be a problem. There's no way you could realistically build a CD reader small enough to fit in a handheld, but maybe by then cartridge chips will be big enough to do the job? Guess we'll have to wait and see...



LETTERS • LETTERS • LETTERS

you talk to some guy in Viridian City, swim at Annabur Island and your sixth item is multiplied. It worked in *Pokémon Red*, but not in *Yellow*. Plus, loads of people were saying you can catch Mew, giving me all sorts of cheats, and they're all a load of tripe.

I've seen Mew on the Pokémon League site at the Pokémon Centre, and I wondered if you have any cheats or any idea of how to catch him.

By the way, love the mag.

Paul, Hampshire

GAME: Check out our cut-out-and-collect coupon in last month's *GAME* for some *Pokémon Yellow* cheats – you can cut it out and store it in your game box along with the cart and instructions, so you need never lose those cheats again. As for catching Mew, there are only three ways of doing it.

1: Attend one of Nintendo's *Pokémon* events and download it from a special machine on display there.

2: Buy a *Blaze Xploder* cartridge, which has access to Mew built in.

3: Find a friend who's already got him and transfer it from his *Game Boy* to yours via the

link cable.

Any cheats you find telling you how to get Mew within the game won't work.

WILL YOU DO MY HOMEWORK FOR ME?

Dear **GAME**,

I am a student at the Hollins High School. For my GCSE final project I am designing and making a games console holder that will store the games console, two joypads, two memory cards, an Explorer cartridge and games. It would be most helpful if you could send some information about the sizes of the products I am storing.

Ben T Ryan, Accrington

GAME: As we see it, you've got two choices. Either get out your ruler and measure them (you do own the products want to store, don't you? If not, best choose another project). Or you could send your enquiry to a *PlayStation* magazine, and not a *Game Boy Color* title. Don't expect much from them, though – we don't ask you to check out spelling, so don't ask us to do your homework!

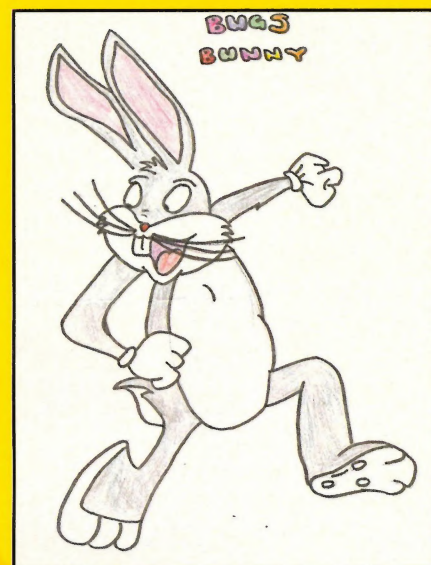
QUICK ON THE DRAW

Dear **GAME**,

I love your magazine, and decided to draw you a picture. It's not a *Pokémon* 'cos I'm sick of seeing them everywhere.

Shauna, Northern Ireland

GAME: We love *Pokémon* here at *GAME*, but it's nice to see someone draw something else for a change. Good picture, Shauna – you're a talented artist!



GAME FOR A LAUGH!

Thanks for sending in your hilarious gags. Think you can do better than these? If so, send us a gag at the usual address. No prizes for jokes – they're just for fun!

Waiter, waiter, what's that fly doing in my soup?
Looks like the breast stroke!

What tables don't you have to learn?
Dinner tables!

Why did the teacher put the lights on?
Because the class was so dim!

Where did all the cuts and blood come from?
The school went on a trip!

What is the demons' favourite TV sitcom?
Friends!

DRIVE TO WIN FIVE COPIES OF TOCA TOURING CARS MUST BE WON! COMPETITION!

His hands were sweaty, his throat dry. He was already driving flat out, but would it be enough? Heart in mouth, he put his foot down even harder and gritted his teeth.

Weaving this way and that, he dodged the slow-moving traffic blocking his way. Ignoring the horns and gestures of the other drivers, he took the racing line for another bend – nothing was going to stand in his way. He checked his watch. This one was going to go to the last second...

With a screech of brakes, he brought the car to a halt and ran across the pavement and into the shop. "You're just in time", said Bill. "I was about to lock up." He had made it. He had got to the games shop before it closed, and could buy a copy of *TOCA*.

If you want to grab a copy of the incredible *TOCA Touring Cars* the easy way, just answer this simple question:

Is TOCA...
A driving game?
A beat-'em-up?
An RPG?

Answers on a postcard to:
On Tour Competition,
GAME Magazine,
22 Strand Street,
Poole, Dorset
BH15 1SB

Entries which arrive after 16th November will spin off.



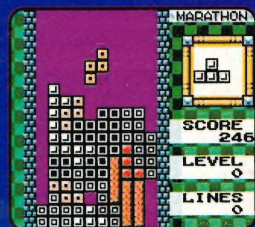
CLASSIC GAME REVISITED

TETRIS DX

Tetris is the game which sold the original Game Boy – a genuine classic that's stood the test of time and proved one of the most enduring videogames titles ever, a game that's found itself on every platform imaginable.

But what makes it so good?

Believe it or not, it's the mathematics involved. Look at the shapes – there are thousands of ways they can be fitted together, leaving no gaps. This is what makes it so challenging – there's always something to play for. Latter-day Tetris updates which added more complex shapes missed the point and ripped the heart out of the



game. Also, there are so many decisions to make. Do you play it safe and go for lines at the foot of the screen, or go for points and make your lines higher up? Do you complete every line you can, or take a risk and try to complete several together? Tactics present themselves throughout the game. The DX version of Tetris is basically a coloured-in version of the black and white game. The two extra modes aren't that enterprising too – oh, for an Adventure Mode with a storyline and level objectives! Even so, this is a piece of history that belongs in your console, not a museum!

GAME BOY POWER!

NEW NAME, NEW LOOK, NEW ATTITUDE!

That's right – from next issue, GAME Magazine will be called Game Boy Power! It will still be chock-full of all the latest and greatest Game Boy news, previews, reviews and dooby-dos. It will still bring you a fistful of free posters every

month. It will still offer cut out and cheat coupons and a full collectable solution. In fact, it will give you everything you like about GAME, but better, bigger, stronger, faster – you just wait and see. It's gonna' be a peach!

TWEETIE RETURNS!

Ever wondered what happened to Tweetie Pie, that cute lil' canary that cried, 'thought I thaw a puddycat' every time the curtains sent a flickering shadow across the wall? Well, he's coming to the Game Boy Color and next month we'll have a full review of his small-screen antics!

ON SALE
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| Burai Fighter | James Bond 007 | Pokemon Yellow | Urban Strike |
| Bust a Move 2 | K | Power Modeller | W |
| C | Killer Instinct | Prince of Persia | Wario Land |
| Captain Planet | Kirby's Pinball Land | Puzzlemaster | Wario Land 2 |
| Casper | L | R | Worms Armageddon |
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| D | Link's Awakening | Small Soldiers | WWF W'mania 2000 |
| Daedialin Opus | M | Space Invaders | Z |
| Donkey Kong | Mario Clash | Star Wars: Episode 1 | Zelda |
| Donkey Kong Land | Mario Golf | Star Wars: Yoda Stories | |
| Donkey Kong Land 2 | Men in Black | Stranded Kids | |
| Donkey Kong Land 3 | Metal Gear Solid | Sumo Fighter | |
| Dragon Warrior Monst. | Metroid 2 | Super Mario Bros. DX | |
| Duke Nukem | Mickey's Racing Adv. | Super Mario Land | |
| E | Mr Nutz | Super Mario Land 2 | |
| ECW Hardcore Rev. | N | T | |
| Elevator Action | NBA Jam | T2: Judgement Day | |
| Evel Knieval | NBA Jam 99 | Tamagotchi | |
| F | Ninja Boy 2 | Tarzan | |
| F1 Race | O | Tazmanian Devil | |
| Final Fantasy Legend 2 | P | Teen. Mut. Ninja Turtles | |
| G | Game & Watch Gallery | Tennis | |
| Game Boy Camera | Pac In Time | Tetris | |
| Gauntlet 2 | Parodius | Tetris Attack | |
| Gex3 Deep Pock.Gecko | Penguin Boy | The Legend of Zelda | |
| Gex Enter the Gecko | Pipe Dream | The Pagemaster | |
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GAME

THE GAME BOY **COLOR** MAG